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ABSTRACT

A child's elementary school years are referred to as the period of motor skill learning. Physical education goals for elementary school students should include: 1) the development and maintenance of a high level of physical fitness, 2) the development and maintenance of desirable skills in motor and social performance, and 3) the development and maintenance of wholesome habits and attitudes derived from adequate knowledge and understanding of the body, its structure, and functions. This curriculum guide covers aspects of program planning, student participation, and program evaluation of physical education for elementary school students. Activities for the various mental and physical abilities of students are detailed. (CJ)

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ELEMENTARY ACTIVITIES GUIDE

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JUL 3 1980

FOREWORD

Physical education is an important part of the total educational program and can make a great contribution to the lives of our boys and girls. The education of the children of the state, not only for making a living, but for living, requires a well planned health and physical education program.

Children need physical education more today than ever before because of the changes from rural to urban living, automation, less natural play space, crowded schools, the anxieties and pressures of society, and the fast pace of the world in which they live. Elementary children need to build a strong foundation in physical fitness, develop skills in physical activities, cultivate the ability to make social and emotional adjustments and acquire knowledge of the role that health and physical activities play in their lives.

Physical education must help prepare children to live a full and happy life. In some elementary schools in the state, physical education is taught by the classroom teacher. However, many physical education specialists have been added during the past few years.

This guide was prepared by Vi Bahls, Assistant Professor, School of Health, Physical Education, and Recreation, University of Nebraska-Lincoln and Wauneta Peterson, Elementary Physical Education Specialist, Belmont Elementary, Lincoln Public Schools under the supervision of JoAnne Owens, Consultant for Health/Physical Education, Curriculum Division of the Nebraska Department of Education.

The State Department of Education is pleased to present this curriculum guide, which is structured to show a variety of activities by grade level in order to facilitate its use by both the regular classroom teacher and the physical education specialist in preparing a program for the elementary schools of Nebraska.

M. Anne Campbell
Commissioner of Education

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INTRODUCTION

Physical education is a part of the total educational program which a school is obligated to provide for every child. When the objectives of physical education are expressed in broad and general terms, they are virtually identical to the basic objectives of any discipline or any program of the school. Teachers of all disciplines strive to produce the educated citizens; however, the tools and media in each discipline differ.

Physical education then becomes that part of the total education of a child which is accomplished through meaningful selection and purposeful direction of motor activities in sports, games and rhythms. Its specific aims are related to:

1. The development and maintenance of a high level of physical fitness.

2. The development and maintenance of desirable skills in motor and social performance.

3. The development and maintenance of wholesome habits and attitudes derived from adequate knowledge and understanding of the body, its structure, and function.

The physical education of a child begins almost at birth. As the infant solves problems and gains knowledge as a result of his earliest motor activities, he is becoming educated through the medium of physical activity - physical education. The elementary school is charged with the responsibility of formalizing and systematizing this education.

A child's elementary school years are referred to as the period of motor skill learning. Virtually all the motor skills and abilities the person will have throughout life are based on the skills developed during the skill learning period, four to fourteen years of age. The abilities he develops are those which are usually developed in grades one through six; these usually dictate the way he will use his leisure time.

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PLANNING THE PROGRAM

In order for learning experiences to be most valuable, they must be planned according to the characteristics and needs of the learner. The following sections of this guide will consider specific developmental factors relating to each grade level. Also certain planning principles to be observed by all teachers are listed.

The curriculum in physical education must provide for a wide variety of sequentially arranged motor experiences. Skills and experiences included in each grade level must relate to those developed in preceding years and must furnish a foundation for those to be provided in succeeding ones. The unnecessary duplication and repetition of activities year after year tend to bore the pupil and foster undesirable attitudes toward the importance of wholesome physical activity.

Planning must guard against another danger. A child must not be expected to master skills beyond his developmental maturity. Just as boredom caused by repetition creates a poor attitude, so will failure caused by complicated sports skills being presented too early. Readiness levels are as important in the planning of physical education programs as they are in the planning of programs for any subject.

Teachers and supervisors should develop a yearly program of activities for their groups, keeping objectives in mind, and taking into consideration local conditions, seasons, and facilities. It is important that each teacher have a definitely planned but flexible program to follow.

In some Nebraska elementary schools, the regular classroom teacher is the physical education teacher for the grade or section. In a school system containing a sufficient number of elementary schools to justify it, a special physical education teacher may profitably be employed as a supervisor or helping teacher. Smaller school systems should make use of the high school physical education teacher as a consultant to the elementary classroom teacher.

PARTICIPATION

All pupils in a school should participate in physical education classes. Boys and girls need not be separated for instructional purposes; however, participation will be greater if there is separation by sex in the upper three grades during the time when competitive sports and games are emphasized. Such an arrangement may require some forms of team teaching in order for one staff member to work with girls while another is working with boys.

At the beginning of the first and fourth grades, it is recommended that all children should have a thorough medical and dental examination with the school supplying the forms on which the examining doctors indicate the child's health status and the nature of activities in which the child cannot participate. Pupils who are physically handicapped should not be excluded from physical education; they should be given modified activities suitable to their needs. During periods of illness and convalescence, pupils should be assigned to rest or modified activities.

There should be a daily period, 30 minutes in length, of directed physical education in addition to any scheduled recess or noon play periods. The size of the physical education classes should coincide with the number of pupils normally assigned to an elementary teacher during other instructional periods.

EVALUATION

The evaluation of the physical education program as well as the evaluation of the progress of each pupil should be based on the stated objectives of each program. A section listing the skills to be developed and maintained in each grade level is included in this guide. Such a listing should serve as a basis for most evaluative efforts.

Grades should be assigned to pupils in physical education on the same basis used in subject matter area. The following factors might be taken into consideration when determining the grade: improvement and achievement in physical skills, knowledge gained by daily participation, test scores, and achievement in social growth as evidenced by cooperation and personality development.

FACILITIES, EQUIPMENT, AND SUPPLIES

A well-planned activity program in physical education for the elementary school can be successfully administered with or without ideal equipment, supplies, and facilities. The initiative and enthusiasm of the individual teacher is far more important to the success of the program than any material items that can be purchased.

The learning environment in physical education in the elementary school is usually formed by classroom, multi-purpose rooms, and outdoor space. Corridors and covered walks can also be utilized in some instances. The most important way a school can improve physical education facilities short of major construction is surfacing playground areas. The surfacing of large playground areas with some form of asphalt paving will greatly increase their usefulness and availability.

The selection of equipment and supplies should always be made after the curriculum is planned. It is obviously much better to secure supplies to implement a program designed to meet the needs of children than to try to design a program based on equipment that is available. The following lists of equipment and supplies should suggest ideas for a program rather than to suggest an inventory of items to be bought.

If the funds are limited, it is generally desirable to purchase balls and other basic supplies. Then as funds increase other supplies and pieces of playground equipment should be purchased.

Suggested supplies for elementary school physical education are as follows:

Air pump (one per school)
Balls - six and ten inch rubber playground type (one per room)
Basketballs - intermediate size, rubber (two per school)
Bean Bags - four inch square (four per primary room)
Broom handles or wooden wands (four per room)

Cord and cloth measuring tape for marking courses (two per school)
Ropes - for jumping (three per room)
Soccerballs - rubber (one per intermediate room)
Softballs, bats, bases, masks (two sets per school)
Volleyballs and nets (one set per school)
Volley Tetherballs (one per school)
Whistles

The term equipment as used here refers to more permanent materials. The first criterion in selecting equipment is that it will help children to grow and develop safely. Such equipment should encourage the big-muscle activities such as hanging, climbing, etc.

The following items of equipment are suggested for an elementary school:

Balance beam - low
Basketball goals and backboards - intermediate grades
Challenge or obstacle course
Climbing tower - primary grades
Horizontal bars
Horizontal ladder
Lining apparatus
Mats
Piano
Record Player
Stop Watch
Vertical climbing rope or pole
Volleyball standards - intermediate grades

Proper maintenance of equipment is essential to the safety of the children as well as to the life of the equipment. Bars, ropes, ladders, and other equipment should be inspected regularly. All supplies should be properly stored when not in use.

ACTING RHYMES

Formation: Any
Supplies: None
No. of Players: 4-6 per group

Grades: 1-8

How to Play:
One player gives a sample word to which the other players must find a rhyme that can be expressed by some movement, expression of the face, but no sound. Suppose the first person of each group suggests the word fat; the second player rubs his feet on the floor to show that he is using a mat. The next one raises an imaginary hat from his head, and so on.

ADD AND SUBTRACT

Grades: 3-8

Formation: Informal or by rows.
Supplies: 2 blocks of wood for each player. One is marked with a plus sign and one with a minus sign. (Different colored beanbags could be used.)
No. of Players: 2-4.

How to Play:
Lay out a nine-square diagram with each square 12" wide. The squares are numbered 1 through 9. Each player tosses two wooden blocks (or beanbags) toward the target on the floor, one at a time. He adds the score made by the plus throw and subtracts the score of the minus throw. Scores are determined where the block rests on the target. If the wooden blocks for beanbags rest on a line between two squares, the higher value is taken. Any throws falling completely outside the target area are scored minus 5.

The game adapts itself well to the classroom, as a target can be drawn at the front of each aisle.

AIR, WATER, FIRE

Grades: 4-8

Formation: Circle
Supplies: 1 ball or beanbag per circle
No. of Players: 8-10 per circle

How to Play:
All the players except one sit in a circle. The extra player stands inside the circle and throws a small ball or beanbag at some one and at the same time calls "Air", "Water", or "Fire", then quickly counts to 10. The player at whom this was thrown must mention an animal living in the element named; or, if "Fire" is called, he must remain silent. If he fails to answer correctly before 10 is counted, or if he mentions an animal that another player has already named, he must change places with the thrower.

ANIMAL BLIND MAN

Grades: K-8

Formation: Circle
Supplies: Blindfold
No. of Players: 8-10 per circle

How to Play:
A blindfolded player stands in the cneter of a room. The other players skip or march around outer wall of room. When the blindfolded player waves his hand three times all the players stand still. The blindfolded player then lifts his hand and points toward someone. He asks the player at whom he is pointing to make a noise like some animal and tries to guess from the sound made which player made the noise. If he guesses successfully, he is released to join the circle; if not, the game continues. The process is repeated as before with the same one blindfolded. Whenever the blindfolded player identifies the player who made the noise, that player must be blindfolded and take his place.

(The children need to know the name of each classmate.)

ANIMALS MOVE

Grades: 1-4

Formation: Players stand in the aisles between desks or are scattered.
Supplies: None
Players: Entire class

How to Play:
The player who is 'It' stands in the front of the room and calls out an animal, bird, fish, or reptile and a movement. For instance, the leader might call out "horses fly, birds crawl or salmon swim." When the leader states a correct relationship, the class must move accordingly. In this case, they would make a swimming movement. If an incorrect relationship is given, the children should not move. Those who move at the wrong time can sit down and wait until someone else is eliminated. Then he re-enters the game. The teacher changes leader every 2-3 minutes.

As the children become skilled at the game, the teacher should stress quality of movement. Encourage the children to improve their hopping, flying, jumping, and other types of movement patterns.

ANIMAL TRAP

Grades: K-2

Formation: 1/2 of the class form a circle, the other half scatter outside the circle.
Supplies: None
No. of Players: Class

Circle players join hands. All other players decide on what kind of animal they want to be and stand outside the circle. On signal from the teacher, the "animals" run in and out of the "trap." When the teacher claps her hand the trap is closed. All animals caught inside join the circle. After all animals have been caught, change positions and start a new game.

ARRANGING LETTERS

Formation: Any
Grades: K-1
Supplies: Letters of alphabet
No. of Players: Class

How to Play:
Letters are cut from cardboard and scattered on a large table. Children in turn select a letter, identify it, and place it so that it is in its proper position in the alphabet.

AUTO ASSEMBLY LINE

Grades: 3-8

Formation: Inscribe four sets of slips with each of the following parts: engine, body, wheels, bumpers, battery, brakes, accelerator, starter. Hide the thirty-two slips in the room before the game. Place the slips in plain view, not under objects or in drawers. Players sit in four groups. One player in each group is the Foreman. (The children need to be acquainted with the words for the various parts before playing the game.)
Supplies: Thirty-two slips of paper, 2" x 2".
No. of Players: Class
Object: To be the first team to find the eight parts needed to complete its car.

How to Play:
Assign the name of a car; Chrysler, Buick, Packard or Cadillac, to each group. At the signal the teams start hunting for the eight parts of the car.

Whenever a player finds a slip bearing the name of a part, he takes the slip to his Foreman. Players may pick up only one slip of a kind. If they find a part which they already possess, they must replace it and not reveal what it is to the others who seek the part.

Upon finding all of the eight parts necessary to complete its car, the team, led by the Foreman who holds the slips, hurry to the leader. He checks to see that the slips are correct. If the players' car is completed, the Foreman announces that Buick, which might, for example, be his team's car, is "off the assembly line." His team scores ten points. The winning team checks the findings of the other three teams as they present their slips. The second team to finish scores five; the third team, three points; and the last, one point for trying.

AUTOMOBILE RACE

Grades: 1-8

Formation: File formation, with an equal number of players in each row.
Supplies: One object for each row of players.
No. of Players: Class

How to Play:
Each row of players chooses the name of an automobile. The last player in each row is given an object to carry. On signal he gets up and walks quickly around his row. When he gets back to his seat, he passes the object to the next player in front of him. The game continues until everyone has had a turn. The row finishing first has won the automobile race.

BACK TO BACK

Formation: Scattered
Supplies: None
No. of Players: Class

Grades: 1-3

How to Play:
The players are arranged in couples. Partners stand back-to-back with elbows linked. One extra player does not have a partner. Upon a signal from the teacher, all players change partners while the extra player attempts to get a partner. One player will be left each time. The game is repeated with the player who is left without a partner giving the signal for the next change.

BALANCE TAG

Grades: 1-8

Formation: Players are in their seats. One child stands at the front of the room, the other (chaser) at the back. Give each an eraser which he places on his head.
Supplies: Two erasers.
No. of Players: Class

How to Play:
Hustling up and down the aisles the chaser pursues the other child.

If the chaser tags the child he pursues, they exchange positions and start the game over. When either of the two loses his eraser, he chooses someone else to take his place and the game begins again. If both lose their erasers, they each select a child to replace them.

Suggestions: Players must go up and down the aisles and cannot cut through the rows or reach across them to tag the player. In order to keep the erasers on their heads have the children adjust their tempo to a walk or shuffle.

Variation: Have two runners and two chasers at the same time.

BALL-PASSING RELAY

Formation: File
Supplies: One ball per team
No. of Players: 6-8 per team

Grades: 2-8

How to Play:
Each team sits on chairs in files, one behind the other.

First player of each team holds ball. On signal, "Go!" he passes ball over head to next player and on down to end of line.

When player at end of line receives ball, he carries it to head of line and sits in first player's seat. While he is doing this, all players in line move back one seat. Ball is passed again, and this continues until all players are back in original seats. Team to finish first is winner.

Suggestion: If ball is dropped, player losing it must recover it and return to his seat before passing it on.

BEANBAG PASSING

Formation: File
Grades: 2-8
Supplies: One beanbag or ball per team
No. of Players: 6-8 per relay team

How to Play:
A beanbag is needed for each team. The team member at the head of each line holds a beanbag. On signal, he passes the beanbag to the teammate directly behind him. Each member, in turn, repeats this procedure. When the bag reaches the end of the line, it is passed back up to the front. The team whose bag is returned to the head of the line first wins. The bag may be passed with either or both hands. A team dropping a bag must begin again at the head of the line.

BALLOON BALL

Formation: Divided classroom
Grades: 4-8
Supplies: One balloon
No. of Players: Class

How to Play:
A durable balloon of any size is required. The entire class is divided into two teams. Every other row is a member of the same team. On one side of the room is the goal for one team; on the other side is the other team's goal. All players must remain seated. A balloon is tossed into the air in the center of the room. The players strike it and try to get it over their goal. Each goal counts one point. The winner is the team scoring the most points over a designated period of time.

Teaching Hints: If making a goal becomes too easy, a goalkeeper from each team may be chosen. He stands in the row in front of the opponents' goal. He must stay in the row, but he may move up and down the row to defend the goal.

BALLOON BASE

Grades: 2-8

Formation: Move desks and chairs back against wall
Supplies: Balloons, 2 bases, 1 rope or cloth line
No. of Players: Class-2 teams

How to Play:
Batter starts game by hitting balloon with an open under hand into the "field."
Fielders, with "open-hand hitting," attempt to hit balloon across the home base line before the batter walks to first base and home.
If the fielders catch the ball the batter is safe. (Fielders must keep the balloons moving in the air at all times.)
Batter is out if the balloon does not get into the air on the first try.
Three outs and teams exchange position.
One point is awarded for each run.

BALLOON FOOTBALL

Grades: 4-8

Formation: Teams are arranged in two lines facing each other approximately 4' to 6' apart.
Supplies: Balloon or light beachball
No. of Players: Entire class divided into two equal teams

How to Play:
Players must sit in their chairs and keep one hand on the back of the chair throughout the game. The balloon or light beachball is tossed between the two teams. Both teams try to bat it over the heads of their opponents so that it touches the floor behind the opposite team. Each touchdown scores a point. To facilitate play, a student should be placed behind each team to serve as a scorekeeper and retriever. Put the balloon into play at different places along the two lines to prevent action from concentrating among a few players.

BASEBALL

Formation: Baseball diamond
Grades: 4-8
Supplies: One set of bases per diamond, pencil, paper.

How to Play:
The group is divided into teams of nine players. Bases are established at several places in the room. A pitcher, a catcher, a score keeper, and some basemen are chosen for each team. Teams which are not at bat sit in the playing area, the field. The ball is a spelling word; the catcher says the word, and the batter has a chance to spell it correctly. When the batter spells correctly, he moves to first base and hence around the field. Each inning lasts until every team makes three outs (misses three words). A team scores a point when a player returns to home base (the starting point).

DUMB SPELLING BEE

Formation: Any
Grades: 3-8
Supplies: List of words
No. of Players: Class

How to Play:
The class is divided into teams. Words are called by the leader. The vowels are to be pantomined, never spoken (A: wave right arm; E: stamp foot; I: touch an eye; O: open the mouth; U: point to another person). The game is played as a regular spelling bee.

BEANBAG BASKET RELAY

Grades: K-8

Formation: Lines facing a basket about 6' to 8' in front of first player (Increase distance for upper grades)
Supplies: Beanbags, wastepaper baskets, or hoops
No. of Players: Class

How to Play:
Arrange pupils in rows facing the baskets. Draw a line across the front of the rows. On command, the first pupil attempts to throw beanbag into basket. (One point for each basket.) After shooting, each player retrieves his beanbag, returns it to the next player and tells the teacher his score. Continue until last player has had his turn. Team with highest score wins.

BEANBAG CIRCLE TOSS

Formation: Circle — Grades: 1-2
Supplies: Half as many beanbags as players. One specially marked bean bag.
No. of Players: Class

How to Play:
Players are in a single circle formation, facing the center and standing 3' to 6' apart. Every second player has a beanbag. The leader has the bag which is different. Players toss the bag to the player on their right and turn to the left to receive the next bag. The game ends when the special bag has traveled completely around in a circle.

BEANBAG PILE

Formation: Sitting on floor in rows — Grades: 2-8
Supplies: One beanbag for each member
No. of Players: 5 or 6 in each row

How to Play:
Players are seated in a single line formation with beanbags placed in a pile in front of the first player. On signal "go," the first player takes a bag and passes it to the second player. The remaining beanbags are passed back one at a time. The last player lays the first beanbag on the floor. Each succeeding bag must be placed one on top of the other with only the first beanbag touching the floor. The stack must stand without any assistance from the stacker. If the stack falls, it must be restacked. The first team to pile the bags correctly wins the relay.

BEANBAG PITCH

Formation: File by rows — Grades: K-8
Supplies: Beanbags and a small box for target for each team
No. of Players: 2 to 6 for each target

How to Play:
A target box is placed at the head of each row. A pitch line is drawn 10' to 15' back of the target. Each player takes a specified number of pitches at the box. Scores are taken for each player, and the team with the highest score wins. Many other targets are possible. Have the children design targets.

BEANBAG TOSS

Formation: Line — Grades: K-4
Supplies: 2 beanbags per line
No. of Players: 6 in a line

How to Play:
Mark off a circle on the floor in the front of the room. The children form rows by standing in the space to the right side of their seats. The first child in each row is given two beanbags. Starting with the first player in each row, all the children get one turn at tossing the two beanbags into the circle. For each one successfully tossed into the circle, clear of all lines, one point is scored for the player's team. After two tosses, a player moves to the end of his row and the line moves forward. The team scoring most points wins.

BEAST, BIRD OR FISH

Formation: Circle
Grades: 3-6
Supplies: None
No. of Players: 8-10 per circle

How to Play:
Players sit or stand in circle with IT in center. IT says "Beast, bird, or fish--BIRD," and points to a player, then counts quickly to 10. Player at whom he points must give the name of a bird (or of a beast or fish, whichever is called by IT) before IT counts to 10.

If player succeeds, he is new IT. If he fails, IT points to another player and calls again.

Suggestion: If group is large, several children may be IT.

BICYCLE RACE

Formation: Alternate rows perform at a time
Grades: 2-8
Supplies: The desks are needed
No. of Players: One-half the class

How to Play:
The children stand in the aisle between two rows of desks. Each child places one hand on his own desk and one on the desk next to him. Upon the signal, "Go," each child imitates riding a bicycle with his legs, while supported by his hands. The child who rides the longest without touching the floor with his feet is the winner for his row. Winners can compete later for the champion bicycle rider of the room.

BLACK MAGIC

Formation: Classroom
Grades: 3-6
Supplies: None
No. of Players: Class

How to Play:
This is a magic trick. Two players are "in cahoots." One player is the "Magician," and leaves the room. His partner asks the group in the room to decide on some object, such as "Mary's desk."

The Magician is called back into the room, and his partner asks, "Is it the door?" The Magician answers, "No," and continues to answer, "No," to every question, until the question after the partner asks about something that is black in color. For example, the partner may ask, "Is it the blackboard?" and the Magician says "No," but he knows that the next question will be the correct object. "Is it Mary's desk?" and the answer is "Yes."

Remember the clue: The object asked after a black object is mentioned is the right one. Another variation is to ask first a red object, then a white, then a blue before the correct object. If the players catch on to the trick, confuse them by using the red-white-blue variation.

When a player thinks he is on to the trick, test him by letting him be the magician.

BLACKBOARD RELAY

Grades: 4-8

Formation: Each row constitutes a team, and the first player in each row is given a piece of chalk
Supplies: Chalk and blackboard
No. of Players: Class

How to Play:
At a signal, the first player in each row walks or runs to the board, writes a word, and returns to his seat, giving the chalk to the second player. This action is repeated until the end of the row is reached, each player adding a word to the sentence the first player started. The team that first finishes a complete and intelligible sentence, in which each player has written a word, wins the game.

Variations: Players may stand in lines for this game:

1. Each player writes a different number on the board, in a column. The last player adds the column.
2. Each player adds a line to a cumulative drawing.
3. Player No. 1 writes a word. Each succeeding player writes a word beginning with last letter of previous word.
4. Each player as he runs forward must write the name of some article for sale in a grocery store. The row wins who finishes first and has no mistakes in spelling.

BODY TOUCH

Formation: Any
Grades: K-3
Supplies: None for the main version. For some versions: a beanbag, a ball, a rope, or some small objects
No. of Players: Class
Object: Body awareness: body parts, areas, distances and spaces, in and on the body.
Language development: body parts, vocabulary of position (on, around, higher, lower, here, there).

How to Play:
The major body parts should be touched with both hands on command. (With very young children it is more fun to use a simplified Simon Says command. In the simplified version, Simon says practically every command.) Older children could play a real Simon Says game (with some minor penalty).

The following body parts should be included in the list: head, hair, eyes, ears, nose, mouth, cheeks, chin, neck, chest, back, stomach, arms, legs, thumb, fingers, knees, feet, toes, hands.

After these are learned, add: ankles, hips, eyebrows, shoulders, sides.

Then: tongue, teeth, waist, thighs, calves, wrists, eyelashes, palms, soles, etc.

Variations:

1. Each child may take a turn giving a command.
2. Beanbag pass-around: have child slide the beanbag around his neck, without lifting it off his skin; all around the waist, knee, ankle, etc.

3. Rope Knot Touch: Fold a jump rope in half, tie a large knot, use the knot as above for body parts touch.
4. Ball Touch: Touch body parts with large or small ball. Roll the ball up or down the body.
5. Beanbag Balance: "Rest the beanbag on your shoulder, and don't move while I count to 10."
6. Touch body parts with feather, piece of fur, stick, pebble, pencil, eraser, even a blade of grass. Any new object will add a new dimension.

BOILER BURST

Formation: Any
Grades: 1-8
Supplies: Chairs or desks
No. of Players: Class

How to Play:
Players are seated at their desks. There must be one less desk than players. The extra player, "It", stands at the front of the room.

"It" tells a story. At its most dramatic point, the storyteller says, "and the . . . the boiler burst!" At this, all the listeners must change seats while "It" tries to secure a seat for himself. The game continues with the leftover player becoming "It." The new narrator may continue the previous story or tell one of his own.

Suggestion: Place a book on unused seats if they cannot be moved for the game. This is an excellent game to improve the children's storytelling ability.

BOTTLE CAP GOLF

Grades: 3-8

Formation: Two to four persons play together. They follow each other in sequence.
Supplies: Nine 3' pasteboard circles scattered in a shady area, or marked on a floor, from 4' to 8' apart in an irregular formation. The holes are numbered.
No. of Players: 2-4

How to Play:
Each cap is started from within Hole 1 by a snap of a finger and a thumb. The course is completed when a player's cap reenters Hole 1. A bottle cap which rests on a circle circumference line requires another snap. Each player to enter the next highest circle snaps his bottle cap again. He tries to use as few snaps as possible. After all player have entered a circle, play begins for the next highest circle. The winner is the player who makes the nine holes in the fewest strokes.

Suggestions:
1. Make the course more difficult by the introduction of various obstacles to be overcome, or by reducing the size of certain holes.
2. Use a hot-weather game.

BOWLING

Formation: File
Grades: 3-8
Supplies: Chair, volleyball or softball
No. of Players: Groups of 4

How to Play:
The class is divided into groups of four and chairs are set up one for each group about 10' apart. The children stand 20' to 30' away from the chairs, and each in turn attempts to roll the ball in between the legs of the chair. If he is successful, he scores one point. The highest score in 10 tries is the winner.

THE BUILDER

Formation: Line
Supplies: Chairs
No. of Players: Class

Grades: 3-6

How to Play:
The number of players exceeds the number of chairs by one. One child is selected to be the builder. He names the different materials used in building a school or some other building, calling out the name of the child to represent each material. The children form a line behind the builder. Each child holds to the jacket or arms of the one in front. The line walks about the room. When all of the materials have been used, the builder suddenly calls, "Crash." Each child rushes for a seat. The child failing to get a chair is the builder for the next game. Children might like to guess why the building fell, calling attention to the important materials not used in the construction of the building.

BUSY BEES (Viz-A-Viz)

Formation: Scattered with partners
Supplies: None
No. of Players: Class

Grades: 1-3

How to Play:
One child is chosen to stand among partners. If the teacher calls "back to back" or "face to face," the children do as directed. If the teacher calls "busy bee," everyone, including the extra child, must find a new partner. The child who fails to get a new partner becomes the extra player.

Suggestions:

After the children have learned the game, allow the extra player to call the directions.

BUTTERFLIES AND DAISIES

Formation: Scattered
Supplies: None or record player, music
No. of Players: Class

Grades: 1-2

How to Play:
Half of players are "Daisies" and squat or sit on floor 2' or 3' apart, like daisies in a flower bed.

Other players are "Butterflies" and flit about through the Daisy Bed.

When a signal is given, Butterflies must stop where they are, and Daisies touch as many as they can reach from their sitting positions. Signal for stopping may be leader saying "stop!" or music may be played (piano or record player), and when music stops, Butterflies must stop.

All Butterflies who are touched become Daisies and sit in the bed with other Daisies. Game continues until all Butterflies are caught.

Original Daisies become Butterflies and Butterflies become Daisies when game is repeated.

BUTTON, BUTTON

Formation: Circle
Supplies: One button per circle
No. of Players: 8-10 per circle

How to Play:
The players sit in a circle with it in the center. Each player holds his cupped hands in front of him. One player has a button in his hands, and holding his hands closely above his neighbor's hands, drops the button. They keep passing the button until time is called; then it tries to guess who has the button. If he guesses correctly, the person who has the button becomes it.

BUZZ

Formation: Any Grades: 4-8
Supplies: None
No. of Players: Class

How to Play:
A number between two and nine is selected to be the 'buzz' number. "Seven" is most often used. The group starts counting around the room consecutively. When that number, a number containing it, or a multiple of it is called, the word 'buzz' is said instead. If a player says the number where he should say 'buzz,' a point is scored against him, or he may pay a forfeit. If 7 were used, 71 would be 'buzz one.' Seventy-seven would be 'buzz, buzz.' Start over when 100 is reached. The lowest score wins.

'Fizz - Buzz' is when two numbers are used, one to be the 'fizz' number and one the 'buzz' number.

CHAIR RING TOSS

Formation: Line. Increase distance for upper grades. Grades: K-8
Supplies: Chair and 3 rings for every 4 children
No. of Players: Class

How to Play:
The player stands behind a designated line and throws a ring in an attempt to ring one of the legs of a chair. If he does successfully, he scores 1 point.

Suggestions: The most effective throw is an underhand toss. The hand is brought waist high to the center of the body. The wrist is cocked. The arm is swung forward, keeping it parallel to the floor. As the ring is released, the arm is straightened. The eyes are kept focused on the chair leg.

CHALKBOARD RELAY

Formation: 2 or more teams in a line
Grades: 3-8
Supplies: Chalkboard, chalk
No. of Players: Class

How to Play:
The children are divided into teams. Each child in each team writes a one-digit or two-digit number on the chalkboard one under the other, thereby having an addition problem for each team. The last child in each team must add all the numbers in his team's problem. The winner is the first team which has the numbers added correctly.

CHANGING SEATS

Formation: Classroom
Grades: 2-5
Supplies: Desks or chairs
No. of Players: Class

How to Play:
Children sit ready to move either way. The teacher calls, "Change right!" and each child moves into the seat at his right. When the teacher calls "Change left!" each moves left. The fun comes in the quickness and unexpectedness of the commands. They may be, for example, "Change right!" for several times, then "Change left!" The row at the extreme right or left, without seats, must run across the room and secure vacant seats there.

CHARADES

Formation: Small groups
Grades: 4-8
Supplies: None
No. of Players: Class

How to Play:
Five or six groups are selected and allowed sufficient time to work out a charade together. A captain is elected from each group. The word or object chosen by a group should have syllables to make it easier to act out. All dramatizations must be in pantomime. One group acts out its charade in front of the class. The captain of the group asks the class to guess the syllable or complete word. If the word has not been guessed within a certain time, the captain tells the class and the next group has its turn.

Suggestion:
Ask a class to decide on a specific category from which all words must be chosen.
Example: Books, cities, famous names, songs, etc.

CHASE THE ANIMAL AROUND THE CIRCLE

Formation: Circle
Grades: 1-8
Supplies: Book or beanbag, chalk
No. of Players: Class

How to Play:
An object - beanbag, book, chalk or anything else easily available in the room - is given the name of an animal and passed around the circle. The second time around, another object - with the name of another animal - is introduced to chase the first animal around the circle. The game becomes progressively more difficult by increasing

the number of objects - each with an animal's name - around the circle.

Suggestion:
Increase number of objects according to ability of class.

CIRCLE SPOT

Grades: K-2

Formation: Circle formation with four feet between each player
Supplies: Beanbags and blocks
No. of Players: 10 to 20

How to Play:
One child is chosen to be "IT" and stands in the center of the circle. Circle players stand with at least four feet between each player with a beanbag on the floor immediately in front of them. On signal from teacher, everyone "walks," "skips," etc., around outside of circle of beanbags. On second signal everyone, including "IT" tries to place one foot on a beanbag. The "extra" child becomes "IT" and takes his place in the center of the circle.

CIRCLE THE BEANBAG

Grades: 1-8

Formation: Players sit in rows (relays). Rows 1-3-5 compete first and then rows 2-4-6. The first player in each competing row stands to the right of his desk or seat. Place a beanbag on the floor two feet in front of the first seat of each row.
Supplies: Beanbag for each team
No. of Players: Class

How to Play:
On the signal, the first player from each team hurries to the bean bag and completely circles it. While he performs at the front of the room, the members of the row move up one place. On his return, the first player touches the hand of the next player in line and takes the last seat in his row.

The second boy or girl starts off and goes through the same action. Play continues until the leader in one row has resumed his place at the head of the line. Now play the game with the second group of rows to determine the winner. Then allow the two winning teams to compete to determine the final winner.

CITIES

Formation: Any
Grades: 3-8
Supplies: None
No. of Players: Class

How to Play:
The first player names a city, and the next player must name one beginning with the last letter of the city just given. For example, the first player calls 'Washington,' the second 'New Orleans,' the third 'Syracuse,' the fourth 'Elmira,' and so forth. Each player must name the city before a count of ten. Those who fail to name a city are eliminated. The one who stays in the longest is the winner.

The same game can be played with other categories such as rivers, foods, states.

Suggestions: As children are eliminated, they may start another game.

CLAPPING GAME

Formation: Scattered
Grades: K-3
Supplies: None
No. of Players: Class

How to Play:
The game may be played by any number. No equipment is required. The children stand facing the teacher or a child who has been chosen to lead the game. The leader claps out a simple pattern with his hands. He calls upon someone to try to clap the same pattern. If that child is able to do so, he remains standing. If he is unsuccessful, he must sit down.

Suggestions: The younger the children, the simpler the pattern of clapping must be. For variety, a drum may be used instead of the hands.

CLASSROOM TAG

Formation: Circle 5'-10'
Grades: K-4
Supplies: None
No. of Players: Class

How to Play:
One person is chosen to be "It." The teacher calls any three names of children who then must attempt to get into the circle without being tagged by "It." If a player is tagged, he becomes "It." Those who are not tagged return to their seats.

The circle may be made larger or smaller to make it more difficult or less difficult to tag someone, depending upon the skill of the players.

CLODHOPPER RELAY

Formation: File 4-8 players
Grades: 2-8
Supplies: 2 large shoe boxes for each relay team
No. of Players: Class

How to Play:
The children are lined up behind the starting line. Two shoe boxes are placed on the floor in front of the first child in each file. On the starting signal, the first child steps into one of his boxes, balances himself on one foot, reaches back to grasp the other box in his hand, places it one step ahead of himself, steps into it with the foot which he has been holding in the air, balances on the forward foot, and repeats the previous proceudres, progressing in this manner until he reaches the touch line. He then turns around and returns in the same manner. When he reaches the line, he hands the boxes to the second child and goes to the rear of the line. All members of the team take their turn. The team which finishes first is the winner.

Suggestions: Several extra shoe boxes should be on hand to replace the ones that come apart during the race. The shoe boxes may be reinforced with tape.

CLOTHESPIN DROP

Formation: Rows Grades: 1-8
Supplies: Milk bottle or container and five clothespins for each row
No. of Players: Class

How to Play:
Each row represents one team. Place a milk bottle in front of each row. Players take turns standing erect and above the bottle and drop the clothespins, one at a time, into the bottle. Each clothespin counts one point.

COLOR ON COLOR

Formation: Classroom Grades: K-2
Supplies: Large box of colored crayons
No. of Players: Class

How to Play:
Several children close their eyes, while the teacher and child chooses a crayon and places it next to some larger conspicuous object somewhere in the room. The children who have been hiding their eyes then open them and begin the search for the crayon as soon as the one who has placed the crayon returns to the group. Anyone who sees the crayon comes back to the group and says, "Red matches green," if, for example, red the color of the crayon and green the color of the object near which it is located. The last one to discover the crayon returns it to the box, and the procedure is repeated.

Suggestion: If the child gives the wrong color cue, as is sometimes the case, the teacher should make the correction.

COME WITH ME

Grades: 1-3

Formation: Seats or chairs in the classroom
Supplies: None
No. of Players: Class

How to Play:
One child is leader. He walks around room and touches player on shoulder, saying, "Come with me." Players touched follow him around the room. After touching 5 or 6 players, he turns quickly and claps his hands over his head. Players run back to own seats. First player to reach his seat is new leader. Note: Game may also be seasonal. Leader may be a witch and say, "Come with the witch." Word such as "hocuspocus" may be signal for players to run to seats.

COOTIE RELAY

Grades: 3-8

Formation: File-8 players per team
Supplies: Chalkboard and chalk
No. of Players: Class

How to Play:
Team members sit in files facing blackboard. On signal, "Go!" first player in each line runs to board, draws some part of the "cootie" (see illustration), places chalk on board tray, and returns to his seat. When he is seated, next player in line goes. Team which finishes first is winner. Note: Number of legs, eyes, or ears on cootie depends upon number of players in each team. Group should decide before playing how finished cootie must look. This may also be a seasonal game (drawing of jack-o'-lanterns and the like).

CRAMBO

Formation: Seated
Supplies: None
No. of Players: Class

Grades: 1-3

How to Play:
One child is chosen to be "it." "It" starts game by saying, "I am thinking of something (inside or outside the room) that rhymes with rain." Other players ask "Is it a train?" "Is it a drain?" etc. The child who guesses the correct answer has the next turn.

CRAZY QUILT STORY

Formation: Classroom
Supplies: Story cut into paragraphs or sentences
No. of Players: Any

Grades: 2-5

How to Play:
The chosen leader mixes up the cutouts and distributes them to the group. The one who thinks he has the first part of the story reads. The others follow until all parts have been read. If a player reads a sentence or a paragraph that does not follow the sentence or paragraph just read, he must pay a penalty of one point to the other group. It is best to use a familiar story.

CROSSED WIRES

Formation: Classroom
Supplies: None
No. of Players: Any

Grades: 3-8

How to Play:
The leader says, "With your right hand, grab your left ear. Now, with your left hand grab your nose." When each player is in the right position, the leader calls, "Change." Different arrangements of the hands may be used.

CRUMPLE AND TOSS

Grade: 5

Formation: Line facing baskets with front player about 10' from the basket. Increase distance for upper grades.
Supplies: Newspapers, wastebaskets, or cardboard boxes.
No. of Players: Class

How to Play:
Each player is given a piece of newspaper which he must crumple with one hand. The first player attempts to throw his crumpled paper into the wastepaper basket. After each child takes his turn, he goes to the back of the line and the next player moves up to the line and takes a turn. The team with the largest number of papers in the basket wins.

DAYS OF THE WEEK

Formation: Line 7 per line
Grades: 1-3
Supplies: Ball
No. of Players: Class

How to Play:
Seven players stand in a row facing the leader (a child or the teacher). The leader names the seven children in their order by the names of the days of the week. Then the leader bounces a ball in front of the row, calling out the name of a day. The one named must catch the ball before it stops bouncing. If he cannot catch it, he sits down; then another day is called. The one who remains standing longest wins the game. The names of the months may be substituted for the days of the week.

DO THIS, DO THAT

Grades: 1-3

Formation: Sitting or standing with leader facing class
Supplies: None
No. of Players: Class

How to Play:
The leader stands at the front of the class and calls out "Do this," and moves in any way he desires. Everyone must imitate his movement. When the leader calls "Do that" and moves into a new position, everyone must stand still. Children who fail to move on "Do this" or "Do that" are eliminated from the game. After one-half of the class are eliminated the teacher chooses another leader.

DOG AND CAT

Grades: 1-2

Formation: 2 straight lines facing each other at a distance of 2' to 3' feet
Supplies: Beanbags or erasers
No. of Players: Classroom

How to Play:
Give the first player in one line two objects. The first object represents the cat and the second the dog. The purpose of the game is to have the second object (the dog) catch the first object (the cat) before the end of line is reached. The first player in one line begins the action by handing the first object to the opposite child, who hands it across to the second child in the opposite line, and so forth in zig-zag fashion down the line. Soon the second object is started. The action is repeated several times.

DOGGIE YOUR BONE'S GONE

Formation: Circle for every 8-10 players Grades: 1-2
Supplies: For each group: Any object (eraser, small ball, rhythm stick to be used for bone)
No. of Players: Class

How to Play:
Children sit in a circle around one child who is designated to go to the middle to be the dog. The dog sits down, places the bone behind his back, closes his eyes and says, "Bow,wow" (signal for starting). To start the game, the teacher or a child designated to be leader motions to one child by pointing or nodding to try to get the bone and take it back to his place without the dog hearing him. When the dog hears this, he opens his eyes and looks around the circle and has one, two or three guesses (depending on the group) to try to find out who has his bone, saying, "Johnnie, do you have my bone?" Johnnie has to show his hands and say, "No, I don't have your bone," or if he has it, "Yes, I have your bone." If the dog guesses the child having the bone, that child becomes the next dog, and the game starts over. If the dog does not guess who had his bone, he selects another child to take his place, and the game starts over.

Rules: Designated boy or girl tries to secure the bone without the dog hearing him or her. Dog must close his eyes and say, "Bow, wow," if he hears someone trying to get his bone. When bone reaches circle, all children put hands behind their backs (so that dog will not know who has the bone) and say, "Doggie, your bone's gone."

DROP THE FLAG (Drop the Handkerchief)

Formation: A circle for every 8-10 players Grades: K-1
Supplies: A bandana, scarf, or beanbag for the flag. A rope or string about 10' to 12' long to mark the circle is helpful but not necessary.
No. of Players: Class

How to Play:
The child who is "It" walks around the outside of the circle of children. He drops the flag behind the feet of a classmate, who picks it up and chases "It" back to the vacant spot in the circle. Even if Child #2 catches Child #1, the turn is passed on; Child #2 becomes the new "It." The new "It" must drop the flag behind a classmate who hasn't had a turn.

Even those children who are not running, learn from watching the runners, predicting where the flag might be dropped, and noting the sequence and rhythm of events of the game.

DUCK, DUCK, GOOSE

Grades: K-2

Formation: Single circle with one child standing outside of the circle. Circle players must be standing, sitting, or squatting.
Supplies: None
No. of Players: Class

How to Play:
One child is selected to be "it" and stands outside the circle. "It" runs around the circle, touches one child and says "duck," touches another and says "duck," and touches a third and says "goose." The "goose" chases "it" who now runs around the circle back to the goose's place before the goose can tag him. If the goose tags "it" before he gets into place, he continues to be "it." If "it" is successful, the goose becomes "it" and the game continues.

DUCKS FLY

Formation: Classroom
Grades: 1-3
Supplies: None
No. of Players: Class

How to Play:
Players stand facing leader. Leader says, "Ducks fly," and flaps his arms as wings. Players follow his motion. Then he may say, "Birds fly" or "Crows fly" and continue flapping his wings, with players imitating him.

If leader says, "Elephants fly" or some animal or object which does not fly, the players drop their arms and stand still. Those who are still flying are caught and must sit down. (Leader continues to fly for everything he says, to confuse other players).

After leader has caught several players, he chooses a new leader from those who were not caught, and game starts again with all player participating.

EGG CARTON PITCH

Formation: File
Grades: 3-8
Supplies: Three buttons and an empty egg carton
No. of Players: 5-8 per group

How to Play:
The carton lid is removed, and a number (1-12) is written in each compartment of the bottom section. The bottom section is fastened into the carton lid. Standing about two yards from the target, each player has three turns to throw a button into one of the numbered compartments. He adds his score when he finishes. The first player to score twenty-one points is the winner.

ELECTRIC SHOCK

Formation: Line-two teams face each other
Grades: 2-8
Supplies: Whistle
No. of Players: Class

How to Play:
The players on each team stand side by side with hands joined. When the whistle blows, the first player presses the hand of the next one, the second presses that of the third, and so on down the line. As soon as the last player on a team has been reached, he holds his hand over his head. That team is the winner.

ERASER RELAY

Formation: Any
Grades: 3-8
Supplies: Eraser for each team or row of seats
No. of Players: Class

How to Play:
The eraser is placed on the floor next to the right of the seat of each child in the right-hand row of seats. The children are seated. On the signal, each child in the right-hand row pickes up the eraser in his right hand, passes it to his left hand, and places it on the floor next to the seat of the child to his left. The child to his left repeats this proceudre. The eraser is passed in this manner across the width of the room. The team which places the eraser on the floor in the left-hand outside aisle first is declared the winner.

Suggestions: To increase the activity of the game two erasers may be used. The second eraser cannot be passed until the first eraser has been placed on the floor on the left side of the room.

ERASER SHUFFLEBOARD

Grades: 3-8

Formation: Line of 6
Supplies: Hard-backed eraser and a pointer or stick for each circle
No. of Players: Class

How to Play:
Four circles are drawn on the floor in any pattern. The children stand behind a designated line and shove the eraser on its back forward with the pointer. A score is made if the eraser lands in one of the four circles. An eraser stopping on the line is considered out.

Suggestions: For the younger children a shorter distance should be used and an eraser stopping on a line may be counted as a score. If a pointer is not available, the children may propel the eraser forward by shoving it with their hands.

ERASER TAG

Formation: Classroom
Supplies: 2 blackboard erasers or beanbags
No. of Players: Class

Grades: 1-4

How to Play:
Player who is IT places an eraser on his head, and hands other eraser to any player he chooses. Player chosen places the eraser on his head and tries to tag IT before IT can save himself by getting into the chaser's seat. Neither player may touch his eraser at any time after putting it on his head. If either player loses his eraser (drops it off head), the other person is winner. If IT can reach the seat safely, without being tagged or losing his eraser, he is winner. If chaser (without losing his eraser) tags IT before IT reaches seat, chaser is winner. Winner becomes new IT, and loser chooses a new chaser and gives that player his eraser.

Suggestion: If there are many players, several ITs may be chosen.

FARMER AND THE CROW

Formation: 5-8 players per file
Supplies: Small objects
No. of Players: Any

Grades: 1-3

How to Play:
Two teams are needed. The first player of each team is the farmer, the second the crow, the third the farmer, the fourth the crow, etc. The farmers hop up and plant the seeds (small objects) two feet apart in a straight line. They go back and send off the crows. The crows hop over each seed down the line, turn, and hop on the other foot back, picking up each seed on the way. Each farmer and each crow goes through the same procedure.

F. B. I.

Formation: 2 lines facing each other
Supplies: None
No. of Players: Class

Grades: 2-8

How to Play:
Each player in group 1 takes a good look at the appearance of his partner in group 2. Group 1 then turns and faces in the opposite direction. Each player in group 2 changes something about his personal appearance (pushes up a sleeve, removes a piece of jewelry, puts belt on backward). Group 1 then faces group 2. Starting at one end of the line, each player in group 1 has one turn to guess what his partner has changed. Score 1 point for each correct guess. Repeat the game, with group 2 guessing. The team with the most points at the end of the playing period wins.

FILL-INS

Formation: Classroom Grades: 2-8
Supplies: Blackboard, pencil, and paper
No. of Players: Class

How to Play:
The object of the game is to fill in the missing letters in order to make four-letter words. Place the first and last letters of each word on the blackboard. Children work with pencil and paper at their desks.

Give the signal to begin and set a definite time limit on the game.

Example:

M ea T	L ea P	S oa R
B ea R	F or K	H id E
S ee M	L am P	J um P
C or N	L ov E	B al L
J ac K	I nc H	T ac K

Suggestions: The length of the word could be increased for older students.

FIRE ENGINE

Grades: K-2
Formation: A starting line is drawn. A parallel goal line is drawn across the playing area at the other end.
Supplies: None
No. of Players: Class

How to Play:
Everyone stands along the starting line. Each child is given a number between 1 and 5. The numbers signify an alarm number. A child chosen to be Fire Chief stands midway down the side line. He claps loudly stopping at any number between 1 and 5. When he finishes he calls "Fire!" All children having that number run down to the far goal line and then back across the starting line. If the Chief counts to more than 5 he calls "General alarm," and everyone runs. The first one to return to the starting line becomes the new Fire Chief.

Suggestion: The Chief may call, jump, or use any other signal to signify.

FLAG CHASE

Formation: Hollow square, children seated in chairs Grades: 3-8
Supplies: 4 flags, one chair per person arranged in a square facing the center with one chair in the center of the square
No. of Players: 4 teams of equal number

How to Play:
The four equal sized teams are seated on the sides of the square, facing the center. The first player at the left end of each line is given a flag. On signal, the player with the flag runs to the center, around the chair, and back to the other end of his line. Meanwhile, all of the players on his team have moved up one seat toward the head of the line, leaving a vacant chair. The runner sits in the vacant chair and the flag is passed down the line. When the player at the head of the line receives the flag, he runs the same pattern as his teammate. The object of the game is to be the first team to have all its players circle the center chair and get back in original position. Establish traffic rules so all children are going around the chair in the same direction (counterclockwise).

FLYING TOWEL

Formation: All players but one are seated
Grades: 4-8
Supplies: One towel
No. of Players: Class

How to Play:
All the players but one are seated. One player is chosen to be "It." A loosely knotted towel is given to one of the seated players. The towel is tossed back and forth between the players, and the player who is "It" tries to get it. If he is successful, the one who last touched the towel must exchange places with the player who is "It."

FOLLOW THE LEADER

Formation: Single lines
Grades: K-3
Supplies: None
No. of Players: Class

How to Play:
Arrange the class in two or three lines of ten to twelve players. The leader walks and begins to perform any kind of movement such as hands on head, arms sideward, or leaping from one spot to another. All other players in his line must copy the movement. If anyone fails to perform the feat, he goes to the back of the line.

Suggestions: Play the game in a circle formation with the leader standing in the center.

FOR DINNER I LIKE

Formation: Classroom
Grades: 2-8
Supplies: None
No. of Players: Class

How to Play:
The first child says, "For dinner I like-" and names a food beginning with "a"; the second repeats the sentence, naming a food that starts with "b". The process is repeated until the end of the alphabet is reached. If any one takes longer than half a minute to name a food, move on to the next player.

FORTY WAYS TO GET THERE

Formation: Seated
Grades: K-8
Supplies: None
No. of Players: Class

How to Play:
Each child is given a chance to move across the front of the room in any manner he wishes. Once a child has used a "walk," "hop," or whatever movement, no one following may copy that movement. Any novel way of moving is acceptable.

FRUIT BASKET

Formation: Circle of desks or chairs Grades: 1-8
Supplies: None
No. of Players: Class

How to Play:
Players are seated at their desks or on chairs in a circle. Each child is given the name of a fruit. The same name may be given to several players. A child who is "It" stands in the center. He calls the name of two fruits; the players having these names must change places. "It" tries to get one of the seats during the change. The child left without a seat is "It." When "It" calls, "Fruit Basket Upset!" all players must change seats.

Suggestions: Tallahassee. Give the children names of cities. When "Tallahassee" is called, all change.

GERONIMO

Grades: 4-8

Formation: Children seated in regular classroom arrangement
Supplies: None
No. of Players: Class

How to Play:
One child is the leader and walks among the children seated in the classroom. He suddenly points to a child and says, "Geronimo." This child must immediately put both hands to his ears. The child directly behind him must put both hands on top of his head. The children on either side must cover the ear next to "Geronimo" with the near hand and the nose with the other hand. Play with duds as penalties. Three duds is out.

The game can be made harder with more intricate movement tasks. Change the movement of the child on either side to holding the near ear with the opposite hand and holding the nose with the other hand.

Suggestion: The Spanish word "Bandito," can be substituted for "Geronimo." Also, explain who Geronimo was and also the use of the word by the United State Marines as their battle cry.

GO GO STOP

Formation: Single line with children facing sideways Grades: K-2
Supplies: None
No. of Players: Class

How to Play:
The teacher says, "Go, go, go," and all must run straight ahead. When the teacher says "stop," all must stop. If a child fails to stop, he must return to starting line and begin again.

Suggestions: Use other locomotor movements such as skip, slide, hop, etc.
Turn back to students when calling "go, go, go," then turn around and call "stop." This will increase the element of surprise.

GOOD MORNING, JUDGE!

Formation: Seated in the classroom — Grades: 3-8
Supplies: None
No. of Players: Class

How to Play:
One child is chosen to be the judge, and is seated in the front of the room with his back to the seated group. Another player is chosen to call on the judge.

The player chosen to call on the judge tiptoes up to the front and in a disguised voice says, "Good morning, judge!" The judge may ask the player to repeat once. The judge has three chances to guess who is bidding him good morning. If he succeeds, he remains the judge. As soon as he fails to recognize someone, that person becomes the new judge. The former judge selects the next player to call on the judge.

GOSSIP

Formation: Circle — Grades: 3-8
Supplies: None
No. of Players: Class

How to Play:
The players sit in a circle, and the leader whispers a brief sentence to his neighbor on the right, who passes it on the right-hand neighbor until it has gone around the circle to the leader again. The leader then says it aloud and gives the original sentence.

This game also may be used as a relay race for a large group. The sentence is whispered to the leader of each team, and each leader whispers it to the next person in line, who passes it to the next. So it goes on to the last players, who run to their leaders and tell what they heard. The team finishing first wins, but the final messages are usually more entertaining than the competition among the teams.

GUESS THE LEADER

Formation: Sit in a circle — Grades: 3-8
Supplies: None
No. of Players: Class

How to Play:
Players sit in a circle. One player is IT and leaves the room. A circle player is leader and starts a motion (swinging arms, tapping head, wiggling foot, etc.) which other players immediately follow. IT is called back into the room, and as group follows the leader, changing from motion to motion, IT tries to guess which person is leader. Players try to keep IT from knowing who is leader by looking at each other as they follow changes. Leader also tries to confuse IT by looking at another player as though he thought he were the leader. If IT finds leader in three guesses, he may choose a new IT for next game. If he is unsuccessful, the leader chooses a new IT. When new IT leaves room, leader points to a new leader and game continues.

GUESS WHICH

Formation: 2 teams
Supplies: None
No. of Players: Class
Grades: 4-8

How to Play:
The children are divided into teams. Each child chooses a country, state, or city. One child gives an oral clue about the identity of his country, state, or city. If the members of the opposing team guess the name of his choice, he becomes a member of the other side. The winner is the team with the greater number of players at the end of a designated time period.

HAND WRESTLE

Grades: 4-8

Formation: Divide into couples scattered over a small area
Supplies: None
No. of Players: Class

How to Play:
Opponents face ach other with the outside of their right feet touching. Both feet should be flat on the floor. The opponents clasp right hands. On "Go," each tries to cause the other to move one foot from place or to make any part of his body touch the floor. Hands may be twisted, pushed, or pulled, but no other parts of the body may touch during the match. The left arm is used for balance only.

HAT RACE

Formation: Rows
Supplies: Ruler and hat
No. of Players: Class
Grades: 3-8

How to Play:
Each player stands in the aisle with a rule in this right hand. The first player has a hat which he places on his ruler. On the signal "go," the front player passes the hat over his right should to number two player. Number two takes the hat with his ruler and passes it over his shoulder to number three. The last player in the row walks down the empty aisle to the front of his line. If a player in the row walks down the empty aisle to the front of his line. If a player drops the hat, he must pick it up with the ruler; no hands are allowed. Everyone shifts back one position and the relay continues until all players are back in their original positions.

HENS AND CHICKENS

Formation: Seated
Supplies: None
No. of Players: Class
Grades: K-2

How to Play:
One child is chosen to be the "hen" and walks to cloakroom or hall. While hen is out of room, the teacher walks around room tapping several children who become chickens. All children now place their heads on their desks, hiding their faces in their arms. The hen comes in and moves about the room saying "cluck, cluck." All children keep their heads down and the "chickens" answer with "peep, peep." The hen listens and taps any child on the head he believes is a chicken. If the hen is

correct, the chicken must sit up straight; if incorrect, he continues to hide his head. After the hen has selected all the chickens, he or the teacher selects a new hen.

HIT THE BUCKET

Formation: Lines Grades: 4-8
Supplies: Large can or small bucket, rubber ball, and pictures of famous men
No. of Players: Class

How to Play:
The players choose sides; one captain keeps score. A row of pitchers stands on one side of the room about eight feet from a bucket containing pictures of famous men. A row of waiters stands on the other side to retrieve the ball. A pitcher throws the ball toward the bucket. If he misses, he takes the waiter's place and forfeits his turn. If he hits the bucket, the waiter draws a picture of a famous man from the bucket. If the pitcher can identify the person, he receives a point. If he fails, no points are awarded. Then the waiter and the pitcher exchange places, and the process is repeated. After everyone has had a turn, the side identifying the greater number of men is the winner.

Suggestion: Use pictures of birds or other animals.

HOMEMADE LOTTO

Formation: Grades: 1-8
Supplies: Cards made of cardboard or mimeograph paper
No. of Players: Class

How to Play:
The class makes cards of twenty one-inch squares with numbers from one to twenty written in the squares in random order. As the teacher draws a small card she announces the number written on it, and each child who has that number covers it with a cardboard cover. The first player to cover a row calls, "Lotto." If he has been accurate he may be the new leader.

Suggestion: Higher numbers could be added for older children.

HONK! HONK!

Formation: Scattered Grades: K-2
Supplies: None
No. of Players: Class

How to Play:
Assign the name of an automobile to each team. Give the signal, "Honk! Honk!" for the players to put their cars into gear and go. When the first player completes the course he sits down and turns to the player behind him and say, "Honk! Honk!" which is the signal for the second player to warm up his engine and go. At the end the entire team stands and repeats, "Honk! Honk!" to indicate that it has won.

HOPPING NUMBERS

Formation: Circle
Grades: 1-3
Supplies: None
No. of Players: Class

How to Play:
The children arrange themselves in a circle and number off, starting with 1. One child is chosen to be the leader. The leader places himself in the center of the circle. He calls out three numbers. The children having those numbers hop on one foot to change places. If the leader can hop into an empty place, the child left out becomes the leader; otherwise the leader remains the same for another game.

HOT BALL

Formation: Single circle
Grades: K-2
Supplies: One soccer ball
No. of Players:

How to Play:
One player is chosen to "set a fire" under the ball. He dramatically "heats" the ball, then kicks it into the circle and say, "The ball is hot." The players try to kick the ball away to keep from getting "burned." If the ball stops in the center of the circle or goes out of the circle, the person who kicked it last gets it and must "start the fire" again. The ball should be kicked with the side of the foot and kept close to the ground.

Suggestion: The ball may be thrown or pushed away.

HOT ERASER

Formation: Circle
Grades: K-4
Supplies: One eraser or beanbag per circle
No. of Players: 8 to 10 per circle

How to Play:
The number of circles will be limited by the space available. One eraser will be needed for each circle. When the teacher calls, "Pass the eraser," the eraser is passed either to right or left and continues being passed around the circle. When the teacher calls, "Hot," whoever has the eraser gets a point. The one with the least number of points over a period of time wins.

Suggestions: The eraser must be passed, not thrown. Students should be encouraged against hesitation when it is their turn to take the eraser.

HOT POTATO

Formation: Circle
Grades: K-4
Supplies: Eraser
No. of Players: Class

How to Play:
All the players but one form a circle around the room. One player is chosen to be "It" and does the calling. An eraser is given to one player.

When the player who is "It" calls "Pass the potato," the player with the eraser starts passing the eraser (not throwing it) to his right or to his left. After a short period of passing from one player to another, the "It" calls, "Hot potato!" Whoever is caught with the eraser becomes "It."

HUCKLE BUCKLE BEAN STALK

Formation: Scattered
Grades: 1-3
Supplies: Button, eraser or any small object
No. of Players: Class

How to Play:
Children decide upon object to be hidden.
One child is IT. After several children leave the room, IT hides object in plain sight. Children should be able to see it without opening or lifting anything). Children who left room are called back in and look for object. Other children in room look in other direction from where object is hidden to avoid giving it away. As soon as seeker sees object, he goes quickly to his seat and say, "Huckle Buckle Bean Stalk." Others continue hunting until each one has seen it and has gone to his seat. Child who found object first is new IT. If children search too long, clues may be given to help them, such as clapping very loudly when they are "hot."

HUMAN CHECKERS

Formation: On chairs in a row
Grades: 4-8
Supplies: 7 chairs
No. of Players: 6 on each team

How to Play:
Place seven chairs in a row. Place three girls on three chairs at one end; three boys at the other end. The object is to move the girls to the boys' chairs and the boys to the girls' chair in fifteen moves. Only one move can be made at one time. For example: Girl number three moves to the spare chair; second move, boy number four jumps girl number three who is now in the spare position, etc. Moves are made by sliding into an open chair of "jumping" over one person. Players cannot move backwards.

HUNTER, GUN, RABBIT

Formation: Two lines facing each other
Grades: 4-8
Supplies: None
No. of Players: Entire class.

How to Play:
The children are divided into two teams, which line up facing each other. They can be sitting or standing. Each team has a captain. Each team privately decides on one of the following three imitations: Hunter-bring hands up to the eyes and pretend to be looking through binoculars. Gun-bring hands and arms up to a shooting position and pretend to shoot. Rabbit-put hands in back of head with fingers pointed up. Move hands back and forth like moving rabbit ears. A signal "Go" is given,

and each team pantomimes its choice. To score, the following priorities have been set up. 1. If one side is the hunter and the other the gun, the hunter wins as the hunter shoots the gun. 2. If one team selects the gun and the other imitates a rabbit, the gun wins as the gun overcomes the rabbit. 3. If one side is the rabbit and the other the hunter, the rabbit wins as it can run away from the hunter. 4. If both teams have the same selection, no point is scored. The first team scoring ten points wins.

Suggestion: Keep things moving. One way to do this is to have the child on the right of each line go down the line and whisper the choice to the children of his team as he moves. He then positions himself on the left, with a new child at the right of each line ready for selecting and initiating the next choice.

THE HUNTSMAN

Grades: 1-3

Formation: Children are seated at their desks. A leader is chosen.
Supplies: Seats
No. of Players: 4-12

How to Play:
The leader wanders up and down the aisles and asks, "Who would like to go with me to hunt ducks?" (or bears, rabbits, foxes, or lions). As the leader approaches, the children who wish to do so fall in behind the leader and follow him. When the leader sees that the children are in file formation and as far as possible from their seats, he jumps up and down and calls loudly "Bang!" whereupon all the children scamper for their seats. The first one to reach his seat becomes the leader for a repetition of the game.

Suggestions:

1. Act as leader until the children master the fact that the leader tries to get all the children away from their own desks.
2. Give the names of different animals to different groups of children if desired. These named groups should not be bunched but should be seated individually in different areas of the room.
3. When played out of doors, have the children stand within a given area until called and have them try to return to this area at the word "Bang!" The first one entering it will be the new leader.

I SAW

Grades: 1-4

Formation: One child stands facing others seated at desks
Supplies: None
No. of Players: Class

The child standing is "it" and says "On my way to school I saw . . . . . ," and pantomimes what he saw. The child who correctly guesses what he saw becomes "it." If no one guesses correctly in five tries, "it" tells what he saw. If the class decides that his imitation was too poor, he must choose a new "it." If the class decides the imitation was a good one and they did not guess it within five tries, "it" continues for another time.

I SAY STOOP

Formation: Scattered
Supplies: None
No. of Players: Class

Grades: K-2

How to Play:
The teacher or leader stands in front of the players and gives the command, "I say STOOP" or "I say STAND." The players follow her commands, not her actions. She may stoop when she says stand, or stand when she says stoop. Anyone not following her commands becomes IT (or may be eliminated from the game) and takes the place of the leader.

I'M VERY VERY TALL

Formation: Circle
Supplies: None
No. of Players: Class

Grades: K-1

How to Play:
Children stand in a circle. One player is in the center with his hands over his eyes. Players in the circle recite the verse,

"I'm very very tall,
I'm very very small,
Sometimes tall, sometimes small,
Guess which I am now."

When the verse tells the players to be tall, they stand on tip-toe and raise their arms; when they are told to be small, they stoop down as low as possible. On the last line, they are tall or small as the teacher directs with her hand. The child in the center tries to guess whether they are tall or small. The child in the center chooses another player to take his place.

IN AND OUT

Formation: Scattered
Supplies: Chairs or desks
No. of Players: Class

Grades: 1-3

How to Play:
One player chases another one around the room. The player being chased gets safe by sitting down beside somebody, thus causing that one to be chased. "It" may also sit down, thus causing the player he sits beside to be "It." Keep the game moving fast by sitting down quickly. Be sure that all have turns.

INDIAN RUNNING

Formation: Scattered
Supplies: None
No. of Players: 5-6 at a time

Grades: 1-8

How to Play:
Five of six players are chosen to leave the room. These players arrange themselves in any order, return to the room, run once around it and leave again. When they

return, the class tries to name the correct order of their line-up. The child who is successful may choose five other pupils to leave with him and the game is repeated.

Suggestion:
Add more players to increase difficulty of game.

INITIAL TAG

Formation: Any
Grades: 2-8
Supplies: Blackboard and chalk
No. of Players: Class

How to Play:
One player is chosen; he comes to the front blackboard and writes the initials of some child in the room. The one whose initials are written tries to tag the first player before he can reach his seat. The game may be made more difficult by having the runner tag the rear wall before going to his seat.

JOHNNY JUMP-UPS

Formation: Scattered
Grades: 1-3
Supplies: Whistle
No. of Players: Class

How to Play:
The players represent flower seeds, Johnny Jump-Ups. The children scatter about the play area and take squatting positions. One player is the leader. The seeds are waiting for a chance to spring into life. If the leader claps his hands once, the boys jump up. If he claps twice, the girls jump up. If he claps three times, they all jump up. Every time a boy jumps up when he should be down, one point is scored for the girls, and vice versa. The leader may blow a whistle instead of clap his hands.

JUMP THE BROOK

Formation: Line
Grades: 1-8
Supplies: Chalk
No. of Players: Class

How to Play:
Chalk is used to draw two lines representing a brook. The lines should be approximately 3' apart and gradually increase in distance to 4½' depending upon the age and skill of the children. It is suggested that there be no more than 10 players for each "brook." Players form a line and walk or run to the brook and jump over it at its narrowest point. If a child succeeds in jumping at the narrowest place, he moves to the next widest point. Those who fail should keep trying at the same spot. Each child moves along the brook as he succeeds at each spot. The student jumping the greatest distance is the winner.

Suggestion:
Jump ropes can be used instead of chalk marks.

KEEP PASSING RELAY

Grades: 3-8

Formation: Players sit in rows (relays). Rows 1-3-5 compete first, then rows 2-4-6.
Supplies: Eraser, ball, beanbag, ruler and pencil for each team.
No. of Players: Class

How to Play:
Give the signal for the first players in rows 1-3-5 to pass the ball overhead to the player behind him. As soon as he sends the ball back, he picks up one of the other objects and passes it overhead, and so on until all the objects have been passed. When the last player receives all the objects, he gathers them up and walks quickly with them to the front desk. If he drops any item, he must pick it up before continuing.

Everyone moves back one place, and the last player now takes the front seat. Immediately he passes the ball overhead and then each individual object. Whenever a player drops an item, he recovers it and passes the object before taking the next one. Play continues until everyone has occupied the front seat and the leader returns to his own place. The first leader to return wins for his row. Now have rows 2-4-6 complete to determine the winning row. Finally run through the game once again between the two winning rows to determine the group winner.

Suggestion:
Disqualify rows in which the player deliberately toss an object off to the side or over the heads of the players.

KING OF TURKEY

Formation: Any
Grades: 2-5
Supllies: None
No. of Players: Class

How to Play:
Two players approach each other and one says solemnly, "The King of Turkey is dead." The other asks, "What did he die of?" The first replies, "Doing this." He performs some ridiculous action such as making a face or uttering a loud noise. If either player laughs, he pays a forfiet. Two more players do the same until all have played. Forfeits are redeemed later.

KING OR QUEEN

Formation: Scattered
Grades: 3-8
Supplies: 10 different objects per group
No. of Players: 4 players per group

How to Play:
A child is selected to be the queen or king. Ten children place different articles on a chair before the queen or king. Four other children are ordered by the king or queen to pass by, look at these articles, and leave the room. Three or four children who have not already taken part are selected by the king or queen to pick up one article apiece. Each hides it in his desk. The children who went outside are called in. They look again at the articles, and if one player can name every article that was taken away and hidden, he becomes the king or queen. If no one guesses correctly, the one who guesses the number that is nearest to the right number becomes the queen or king. Select a smaller number of article if the game becomes too difficult.

KING'S KEY

Formation: Classroom
Grades: 2-5
Supplies: One key
No. of Players: Class

How to Play:
One child goes into the hall. A key is given to one person in the room. Each child puts his head down on his desk. When the leader comes back into the room, he turns his face toward the wall. He then asks who has the key. The one having it says, "I do," and changes his voice. The leader has three guesses to determine who has the key.

LAST MAN

Formation: File
Grades: 3-8
Supplies: None
No. of Players: 5-8 players per group

How to Play:
One player is "It" and another is the runner. The runner may keep himself from being tagged by stepping in front of some row and callin "Last man!" Immediately, the last one in that row is the one being chased, and all others move back one seat, with the first runner sitting down in the front seat. If "It" stops in front of some row and says "Last man," the back one in that row becomes "It." Move the game quickly.

LAST ONE OUT

Grades: 3-8

Formation: The game is played with one row at a time or with alternate rows. The children in the row stand in the aisle to the right of their desks. Choose an extra child not playing from the group to make one more player than seats in the row. He stands at the rear of the line.
Supplies: Desk
No. of Players: Class

How to Play:
The players start running around the row of seats to the left. When the leader claps his hands, all players to try to get a seat. The child left without a seat serves as the extra player when the next group plays the game.

LAST SEAT

Formation: File
Grades: 3-8
Supplies: None
No. of Players: 5-8 players per group

How to Play:
The players sit in their chairs in rows. Nothing is needed in the way of equipment. A player stands behind each row. At the command, "Go," he runs forward to the head of the row and touches the first child in the row who stands. He takes this youngster's seat. The student who has just arisen touches the person behind who rises. He then takes that seat. This continues on down the row until the player in the last seat rises. He must run to the front of the row. The game continues until everyone returns to his original position.

Suggestions:
The children should move to their right to return to the head of the row to avoid collision with other runners.

LETTER RACE

Formation: File
Grades: 1-2
Supplies: 2 sets of alphabet cards
No. of Players: Class

How to Play:
The players are divided into two teams which are facing each other on opposite sides of the room. The members of each team are in rank formation a minimum of 4' from the side wall. One alphabet is scattered on the floor, face up, between the two teams. The other alphabet is placed on a table face down, at the rear of the room. On starting signal, the first player in each line runs to the table, picks up a letter, runs back to the head of the line and passes the letter to the next player. The letter is passed quickly down the line until it reaches the last player who then runs to the letters on the floor, finds the matching letter, runs around the head of his line and behind it to the table, places both letters in a pile to his team's side of the table, takes another letter, runs to the head of his line and passes the letter to the next player. This procedure is continued until all the letters have been picked up. The team with the most letters is declared the winner.

Suggestions:
To increase familiarity with different kinds of letter, the sets may be of different styles, e.g., one printed and one script or one capital letters and the other small letters.

LETTER STEP OR LETTER HOPSCTOCH

Formation: Scattered
Grades: 1-2
Supplies: Letters on floor or on sheets of paper
No. of Players: Class

How to Play:
Letters ard drawn in chalk or painted on the floor. A letter is written on the board or spoken by the teacher, and the children, in turn, step on the letter indicated.

Suggestions:
For older children hopping may be substituted for stepping, and several letters may be given to each child. For grades 3-5, instead of giving the child a letter, he may be given a word to spell by hopping on the correct lines.

LION HUNT

Formation: Any
Grades: K-8
Supplies: None
No. of Players: Class

How to Play:
Players sit in seats or on floor facing leader. Leader tells story about a lion hunt; makes rhythmic motions illustrating action. Children follow motions of leader.

Leader may make up his own story and be as creative as he wishes. Example of a story about a lion hunt:

"I was walking slowly through the jungle one day (slap hands alternately on knees, simulating slow walking) looking for a lion (form binoculars with hands; put to eyes). I came to a river and had to swim across (swimming motions); and when I got to the other side, I shook the water from my body (shake).

Suddenly I heard a lion roar, so I quickly climbed a tree (climbing motions) and looked all around for the lion (binoculars). I saw a lion sitting on a hill, licking his whiskers (lick whiskers), so I decided I'd better go home. I climbed softly down the tree (climb down), tiptoed toward the river (fingers imitate tip-toe), when the lion saw me he gave a great roar. I dived into the river (hands together, as if ready to dive), swam to the other side (fast swimming), shook off the water (shake quickly), and ran through the jungle all the way home (running motions with hands on knees). And that was the end of my lion hunt."

LITTLE MOUSE

Formation: Scattered — Grades: K-2
Supplies: None
No. of Players: Class

How to Play:
One child is selected to be IT. He sits in a chair at the front of the room with his back to the class and eyes closed. Others (teacher indicates who) tiptoe noiselessly around him and one child touches the chair when they are close enough. When IT is sure that he heard someone touch his chair, he calls, "Stand" and all must stop where they are.

It says, "Little mouse, little mouse
What are you after?"

The little mouse squeals 'cheese' and IT tries to guess who the mouse is. If he guesses correctly, he retains his position. If not, another child takes his place.

LIVE LETTERS

Formation: Line — Grades: 2-8
Supplies: Two sets of alphabet cards
No. of Players: Class

How to Play:
The cards can be strung so that the children may hang them around their necks or hold them in front of their chests. Two teams are selected and each team is arranged in a line formation. Each team has an alphabet card set. A captain is chosen for each team and a child is selected to play "It." "It" calls out a word. The captain of each team quickly gathers together the players holding the letters of this word, hurries them over to "It" and arranges them in the proper order. The captain getting his team in proper order first earns 5 points for his team. This procedure is repeated, until the time is up. If a letter is used twice in a word as "a" in salad, the holder runs back and forth pausing alternately between "s" and "l" and between "l" and "d". In a word with a double letter, as the letter "t" in butter, the holder waves his letter back and forth.

LOST CHILDREN

Formation: Classroom
Supplies: None
No. of Players: Class
Grades: 1-2

How to Play:
One child is chosen to be the policeman and leaves the room. The other children remain in the room. Another player is chosen to call the policeman.

After the policeman has left the room, all the children leave their seats and start walking around. The designated child calls the policeman in and says, "These children are lost. Will you please take them home safely?" The policeman then takes each child individually to what he thinks is the correct seat. The players stay where placed until all are seated. If not in their correct seats, the children who are misplaced quietly resume proper seats. The policeman chooses another child to take his place, and a new player is designated as the caller.

MAGIC CARPET

Formation: File
Supplies: Pieces of chalk, carpet squares
No. of Players: Class
Grades: 1-5

How to Play:
The purpose of the game is to keep from being caught on a carpet. At a signal, the children join hands and start marching around the room, crossing the scattered carpets. Periodically a signal is given (stopping music, clapping hands, or whistling). At this signal all the children stop and any caught touching any part of a carpet are out (supposedly whisked off on the magic carpet). After five children have been eliminated, allow them to return to the game.

Old posters that are ready to be discarded may be used for carpets. Thus time will not be spent in chalking carpets on the floor.

MAGIC WAND

Formation: Any
Supplies: Wand or pointer
No. of Players: Class
Grades: 4-8

How to Play:
Two players are "in cahoots." One player, the "Magician," leaves the room, and his partner stays in the room holding the "magic wand." Player with the wand aska the other players to choose any object (or another player) for the Magician to find when he returns to the room. The object is selected and the Magician is called back into the room. Player with wand points to different objects and asks each time, "Is it this?" or "Is it that?" (or "this one," or "that one," mixing up his questions to confuse the audience). Finally he points to the selected object and asks the question, and the Magician says, "Yes." The trick is that the player with the wand is pointing it toward some player (or object) in the room before the Magician leaves. The Magician knows

that the player with the wand will eventually point toward this player again, and the object he selects immediately afterward is the correct object.

MATCH ME

Formation: Scattered
Supplies: One card per player
No. of Players: Class
Grades: K-3

How to Play:
Three or four cards are made for each number which the teacher would like to include (such as Arabic numeral 2, Roman numberal II, word two, and picture of two objects). Each child has one card, and the children are divided into teams. When a given number is called, the four people having cards with that number on it in some form go to the front of the room. The child who arrives first wins three points for his team, the second wins two, and the third wins one. The scores are totaled after all numbers have been called.

Formation: Scattered
Supplies: For the first version of the game, none. For the second version, a cardboard figure or Halloween skeleton, put together with brads so that arms, legs and head are moveable. (A doll would do.)
No. of Players: Class

Version 1. The teacher starts out as the leader; later children can take turns leading. The leader starts out by saying "Do what I do," and then, with children watching, slowly arranged his or her body in any simple position, for example: sit with legs crossed Indian style, and with hands clasped behind head. Children copy. The leader then shifts the body to a new position saying, "Match my new position." When children have got the idea, the leader may say, "Now close your eyes tightly while I count to five. Then open your eyes and see if you can figure out what small change I have made in my position. The change may be a large one--I may change an arm or leg--or the change may be very small--I may only lift one finger, or change my facial expression. When you have figured out what the change is, do it, but don't tell anyone: We'll see how many of you can figure out the secret."

Version 2. Show the children a large or small cardboard figure put together with brads, or better still, have children make their own. Discuss the body parts and how they move. The figure can do some things that we can't, and we can do many things the figure can't. Finally, arrange the figure in various positions and have the class get into the identical position. The game becomes more difficult if arms or legs are crossed.

Suggestion:
Depending on the ability of the children, the teacher probably should expect mirroring of left or right. Older children who know left and right might be asked to reverse the leader's right and left, i.e., if the teacher points south with the right hand, children will pint north with their right hands.

MEET ME AT THE SWITCH

Formation: File
Supplies: One eraser or beanbag for each team
No. of Players: 5-8 per team
Grades: 1-4

How to Play:
The room is divided into two teams, with each player having a number beginning with the outside front seat child as number one, the next one two, etc. Similar numbers should be opposite each other. The leader stands in front, center, with an eraser in each hand. He calls a number. The two with that number get up, come to him. Each get an eraser and continue walking around the room, coming back to him. Whichever one gives him the eraser first wins a point for his team.

MEMORY RUN

Formation: Scattered
Grades: 3-8
Supplies: None
No. of Players: Class

How to Play:
One child runs quickly and touches any object in the room, naming it as he touches it and returns to his seat. A second child touches the same object the first child did, then touches and names another object. A third child touches and names in order the objects that the first two children touched, etc. Continue until a mistake is made. Select different children for the next game.

MORE

Formation: Partner
Grades: 3-8
Supplies: Twenty cards per group
No. of Players: 2 per group

How to Play:
The class makes twenty cards which have dot patterns of the numbers from one through ten. The cards are shuffled and divided evenly. The cards are placed in a stack, face down, except for the top card, which is turned over. Each of two players draws a card. The player who has the larger number of dots in his card must subtract the number of dots on his opponent's card. Scores are kept by individuals for each correct answer. The higher scorer wins.

MOVING DAY

Formation: Children sitting in adjacent rows play the game together. Vacant seats in each row and one additional one for the two rows must be marked by having a book placed on each one. The seats of these desks may not be used.
Supplies: Desks or chairs
No. of Players: Class

How to Play:
For each two rows a renter is chosen who walks up and down the street between the houses. As the renter moves along the street the house owners in front and behind him exchange homes. The renter tries to get one of the vacant houses. If successful the new renter begins his house hunting.

Suggestions:
If the game is dragging, have the leader call, "It's May Day!" whereupon everyone in the room seeks a new residence in a new part of town, but he may not occupy any house on the street where he formerly resided.

Insist that feet must be kept out of the aisles.

MUSICAL CHAIRS

Grades: 1-8

Formation: Circle formation with 2' to 3' between chairs
Supplies: Chairs
No. of Players: Class

How to Play:
Arrange chairs in a circle pattern around room. There should be one less chair than number of children. Use musical accompaniment such as a record, percussion instruments, or clapping for marching or skipping around chairs. When music begins, all march around chairs; when it stops all try to sit on a chair. The "extra" player who remains standing must take a chair from the circle and sit away from the players. Last player remaining is the winner.

MY SHIP IS LOADED

Formation: Seated in circle
Supplies: One ball per circle
No. of Players: 8-10 per circle

Grades: 1-5

How to Play:
One child starts rolling a ball to another player and says, "My ship is loaded with cars." (Any cargo he wishes.) The player receives the ball ("cars"), and repeats what the first child said and adds a new item. He would say "My ship is loaded with cars and hats," as he rolls the ball to another player. Each player, in turn, adds a new item. When a child fails to repeat all the "cargo," the ball is given to a player on his right who starts a new game.

NAME RELAY

How to Play:

Grades: 1-4

On the signal, the first player on each team passes the chalk overhead down the row. When the last player gets the chalk, he hurries up the right aisle to the blackboard. There he quickly writes his first name. While he writes, the members of his team move back one place so that when he finishes writing, he walks quickly to the front seat, sits down and passes the chalk overhead down the line. Whenever a player drops a piece of chalk, he recovers it and continues the play.

The team that is first to have its members pass the chalk, write their names, and return to their original places wins.

NEW ORLEANS (TRADES)

Grades: 1-3

Formation: Playing area divided into half with a free space of 5 feet between two center lines. Players divided into two teams, standing behind own goal lines.
Supplies: None
No. of Players: Class

Team 1 selects some trade or occupation of which each player will pantomime the movements which characterize the trade. As they advance toward the center line, the players call out:

(Team 1) "Here we come!"
(Team 2) "Where from?"
(Team 1) "Detroit (or any city)."
(Team 2) "What's your trade?"

Following this Team 1 acts out its trade. Members of Team 2 call out what they think the trade is. If and when they do call the correct one all members of Team 1 run for their goal line, and members of Team 2 chase and try to tag them. They count the number of players caught and the score is recorded. A new game is started and Team 2 becomes the tradesmen. The winners are those who have the most points at the end of the playing time.

NUMBER EXCHANGE

Grades: 2-8

Formation: All players are seated except one who is "it"; he stands with his back against the front wall of the room. Books are placed on desks not being used. All players are numbered.
Supplies: Chairs or desks
No. of Players: Class

Suggestions:
(1) Caution players to keep their feet under their desks.
(2) The tagger may not leave the wall until their numbers have been called.
(3) As the class gains skill, two taggers may be used; only one calls the numbers.
(4) If it is not safe to run, have the players walk, hop, or use some other means of moving.
(5) The game may be varied by having players in a circle formation with "It" being in the center of the circle. When numbers are called, players with those numbers must try to exchange places in the circle.
(6) Vary the games by having several numbers called or by using the name of players.

NUMBER RACE

Formation: File
Grades: K-4
Supplies: Beanbags or erasers, chairs or desks
No. of Players: Class

How to Play:
Draw a circle on the floor in front of each row: 1,2,3, etc. The leader calls a number; the players having that number run to their circles, pick up the beanbag, and return to their seats. As they sit down, they raise the beanbag overhead. One point is given to the team whose player was seated first with the beanbag overhead. Players return the bags to the circles; the leader calls another number. The first team to earn 5 points wins.

NUMBERS RUN

Formation: File
Grades: 1-4
Supplies: Chairs or desks
No. of Players: Class

How to Play:
The players in each row are numbered off from front to back. When the leader calls a number, all with that number walk up to the front of the room, back down their own aisles to the back of the room, and back to their own desk. The first one to touch his desk wins a point for his team.

Suggestions:
Change locomotor skills.

NUMBER TAG

Formation: Any
Grades: 3-8
Supplies: Chalk, blackboard, chairs or desks
No. of Players: Class

How to Play:
Number off all the players, and write the numbers on the blackboard. One player is chosen to be "It" and goes to the blackboard. The other players are seated.

The game begins when "It" draws a circle around one number. The child whose number is circled must run and touch the board and then chase "It" around the room to his seat. "It," who has waited for the chaser to reach the blackboard, tries to reach his seat without being touched. Whether "It" is touched or not, the chaser becomes the new "It" and then circles another number. The game continues until all numbers have been circled.

Suggestion:

The game may be played again by erasing one number at a time until all numbers are erased. In this way each child gets a chance to run twice.

OBJECT PASS

Formation: Circle or line
Grades: 1-3
Supplies: 3 objects per team, box or container
No. of Players: 5-8 per team

How to Play:
Divide players into even teams. Each team sits in a circle (or line, depending upon room space). In a central part of the room (front, or middle) is placed a box or container for each team. Each container has three objects in it (beanbag, chalk, eraser, and so on). On signal, "Go!" leader of each team runs to his box, takes out one object, carries it back to his team and passes it around the circle (or down the line). As soon as he has started the object on its way, he returns to box and gets a second object, starts it around the circle, and then gets the third. Player at end of circle (or line) puts object back into box as soon as he receives it. Team which first gets all objects around circle and back into box is winner.

OBJECT PASSING RELAYS

Formation: File
Grades: 1-8
Supplies: Beanbag
No. of Players: 5-8 per team

How to Play:
Pass a beanbag or any other suitable object to the person behind, to the back of the row, and to the front again. The team which completes the passing first, is the winner.

Suggestions:
(1) Vary the relay by passing different objects - or several objects.
(2) Children may stand facing the front of the room, stand sideways or sit at their desks while playing these object passing relays.

OBSERVATION

Formation: Any
Grades: 5-8
Supplies: Pencil, paper, 8-10 objects
No. of Players: Class

How to Play:
Eight or 10 players (or more) line up in front of room, holding some object in front of him. Other players observe carefully for 1 minute. Players with objects leave room, in order. Observers try to write down order in which players were standing, and name of object each was holding. Observers exchange papers, players with objects return in correct order, and papers are checked. Winner is observer with most correct answers.

Suggestion:
Place several objects on a table. Players observe them for 1 minute, objects are covered, and players write down as many as they can recall.

OPPOSITES

Formation: Partner
Grades: 3-8
Supplies: One handkerchief or beanbag per pair
No. of Players: Class

How to Play:
The pupils stand by two's, facing center of room. They raise both hands sideward and hold opposite corners of a handkerchief with neighbor. The play leader then calls, "Let's go," "Hold fast," "Tight," "Loose." The players should do opposite to the commands, letting the object fall to the floor. If the handkerchief is on the floor, the leader should say, "Pick it up," but the players should do the opposite, "Let it lie." Each false move on the part of a player scores one "dud" for him. When one player has three duds, he must pay a penalty of one point to his partner.

OVER AND UNDER RELAY

Formation: File
Grades: 2-8
Supplies: 1 ball or beanbag per team
No. of Players: 5-8 per team

How to Play:
First player in each line has ball (or beanbag). On signal, "Go!" first player passes ball over his head to player in back of him. This player passes it through his legs to player in back of him. Ball continues going over, then under, to end of line. When last player in line gets ball, he holds it over his head to show that his team has finished. Team finishing first wins.

Variation--When last player in line gets ball, all players in line face opposite direction, and ball is passed over and under, back to first player in line. First player holds it over his head to show that team has finished.

Suggestion:
For kindergarten and first grade use only over passing until skill is accomplished. Then use under passing.

PAPER RELAY

Formation: File
Grades: 2-8
Supplies: Four sheets of table or construction paper or cardboard
No. of Players: 5-8 per team

How to Play:
The first player in each line is given two sheets of paper. At a given signal each player races across the room from a starting line, stepping up on one sheet of paper, placing the other sheet in front for the next step, and picking up the sheet behind him, until the finish line is crossed. If a player steps off the paper, he must return to the starting line. After a player crosses the finish line, he runs back to the starting line and hands the papers to the next person in line. The line to finish first is the winner.

PAPER, ROCK, SCISSORS

Grades: 4-8
Formation: Four teams stand in line formation--two teams to a side, each facing another team. Designate one end as the head of the line of each team.
Supplies: Chalk, blackboard
No. of Players: Class

How to Play:
Each team member selects an item, either rock, paper, or scissors. The leader or teacher then says, "One--two--three-show!" On command, players show either paper (flat hand), rock (doubled fist), or scissors (two fingers extended). Players hold hand positions until scores are counted and tallied on the board.

Scoring:
Paper covers rock, rock breaks scissors, and scissors cuts paper. The leader at the head of each team walks down his line scoring a point for each player who is successful against his directly opposite opponent. He then goes to the board and records the total number of points. After doing this, he goes to the end of his line and the game begins again with a new leader. Team with the most points at the end of the playing time wins.

PASS THE CLOTHESPINS

Formation: File
Grades: 2-5
Supplies: Clothespins
No. of Players: 5-8 per team

How to Play:
Leaders are chosen, and teams are formed. The leader of each has a double handful of clothespins. When the signal is given he puts all of them on the floor in front of the next player. The second player must have all the clothespins in his hand before he can lay them down in front of the next player. If he drops one, he must pick it up. The team that gets the clothespins down the line first is the winner.

PICKING UP THE ALPHABET

Formation: Circle
Grades: K-1
Supplies: Letters of the alphabet
No. of Players: Class

How to Play:
The letters of the alphabet are drawn on small pieces of cardboard and scattered in a circle. Each child in turn goes forward and picks up the letter with which his name begins.

Suggestions:
As his ability progresses, the child may be asked to pick up the letters representing his initials or to pick the first letter of a certain word. Children who have learned to spell simple words may be asked to pick up all the letters that spell a specific word. This may be done by one child, or several children may each pick up one letter until the word is spelled.

PIN THE NOSE ON THE CLOWN

Formation: File
Grades: K-4
Supplies: Clown, straight pins, blindfold
No. of Players: Class

How to Play:
A large clown is drawn on paper and pinned on the wall. The clown's nose is outlined faintly in pencil. In turn each child is blindfolded, given a red circle with a pin in it, and turned around. Each tries to pin the nose on the clown. The one who comes nearest to the pencil outline is the winner.

POISON BALL

Formation: Circle
Supplies: Two rubber balls per circle
No. of Players: 8-10 per circle
Grades: 1-3

How to Play:
The players form a circle and face in. At a signal the two balls are started around the circle, being passed from player to player. When the whistle blows (or music stops), the players holding the balls are poisoned and must drop out. When the group gets down to six, only one ball is used. The last player to stay in the circle is the winner. Those leaving the game may start another game.

POOR PUSSY

Formation: Circle
Supplies: None
No. of Players: 8-10 per circle
Grades: 2-8

How to Play:
Players are seated in circle. One player is Pussy (IT). Pussy stops in front of a seated player and "meows," makes faces, and tries to make that player laugh. Player must pat the Pussy's shoulder and say, "Poor Pussy," 3 times without laughing. If player is successful and does not laugh, Pussy goes on to another player and meows. If a player laughs, he also becomes a Pussy, and tries to make other players laugh. Game continues until all children are Pussies. Last child to laugh is winner.

Suggestion:
If game goes on too long, all children who have not laughed are winners.

POPCORN

Formation: Any
Supplies: None
No. of Players: Class
Grades:

How to Play:
The players are seated. The leader calls out an addition or subtraction problem involving two or more numbers. The first player to pop up and answer correctly becomes the leader.

Variation:
Multiplication and division or a combination of the above may be used for older children.

PUZZLED WORDS

Formation: Groups of 5 to 8 players
Supplies: Pieces of paper
No. of Players: Class
Grades: 2-8

How to Play:
Organize the class into groups of five to six children. The teacher has previously printed several words on separate pieces of paper. She has cut the words and shuffled them into piles of letters. Each group receives a "pile of letters" which, after reshuffling, will form a word. On a signal from the teacher, each group tries to put their word together. First team to assemble their word wins the game.

Suggestions:
After the group puts the word together allow them to act out the word for the other children to guess.

RADIO STATION

Formation: Any
Supplies: None
No. of Players: Class
Grades: 1-3

How to Play:
One of the children is chosen to serve as "It." "It" is in front of the class. The remaining children are standing next to their desks. "It" spells out action words as though they were letters of a radio or TV station and everyone does what the word spells. "It" may say: "This is station H-O-P," or "This is station R-U-N."

RATTLESNAKE AND BUMBLE BEE

Formation: Seated at desks or tables
Supplies: 2 small unlike objects
No. of Players: 2 equal teams
Grades: 2-5

How to Play:
One player is chosen from each team and is sent out of the room. While the two players are out, team captains hide the two articles. (Team A hides from Team B and vice versa.) The two players return and begin looking for their article. Members of either team "buzz" or "hiss" according to the nearness each player is to his object. Repeat with two new "finders." One point for player and his team who first finds the object.

RING, BELL, RING

Formation: Seated
Supplies: Small bell
No. of Players: Class
Grades: K-2

How to Play:
One child is chosen to be "it" and closes his eyes while another child hides the bell. The child with the bell holds it so that no sound is heard and runs to another part of the room. The teacher, after seeing the child with the bell is located and

ready, turn to the child with eyes covered and tells him to call. The child with eyes still covered calls "ring, bell, ring." The child with the bell rings it a few short times. The first child must now guess the place where the bell is. If he points in right direction, he becomes the bell ringer. Change "guesser" after each turn.

RINGMASTER

Formation: Single circle with one child in center Grades: K-2
Supplies: None
No. of Players: Class

How to Play:
One child is selected to be "Ringmaster" and stands in the center of the circle. The Ringmaster moves about the center of circle pretending to crack his whip and calls out the names of various animals. The circle players then imitate the animals. If the Ringmaster calls out "All join the parade," the children may imitate any animal they wish.

ROAR

Formation: Any Grades: K-2
Supplies: None
No. of Players: Class

How to Play:
The one selected to be "It" is the animal keeper and gives each person the name of an animal. "It" tells a story about what happened to all these animals one summer. The animal keeper is careful to bring in the name of every animal so that every player will have to get up and pretend to be his animal. For instance, the one who is a donkey will have to kick up his heels and say, "Hee haw." But whenever the animal keeper mentions the lion, all the players stand, shake their heads, and roar. After the animal keeper has them imitate the lion's roar ten different times, he chooses a new animal keeper. If there are too many in the group to give them all animals' names, let them come in on the lion's roar.

RUN AND STOP

Formation: Scattered Grades: K-3
Supplies: Record or whistle
No. of Players: Class

How to Play:
The children run with light steps and on a signal they all stop. The signal may be given by blowing a whistle, clapping the hands, or playing a chord on the piano. A record may be used. When the music stops, the children stop. If anyone moves after the music stops, he must drop out of the game. The game continues until all have been eliminated.

SCAT

Formation: Line Grades: 1-3
Supplies: None
No. of Players: 5-8 at a time

How to Play:
This is best played one row at a time. Be sure that all others keep their hands and feet out of the aisles. The players stand in line in front of the room, while "It" stands up back and leads them in a movement. Suddenly he calls "Scat" and chases them all around the room, tagging as many as possible in 30 seconds. Then a new group plays.

SCAVENGER HUNT

Formation: Scattered
Grades: 2-8
Supplies: 5-10 articles per team
No. of Players: 5-8 per team

How to Play:
Each team is given a list of articles to collect within a given time limit. Team which collects most articles is winner.

Suggested articles for list:

a) yellow pencil
b) book with picture of a dog
c) spelling paper from class
d) red shoe
e) string, 2 inches long
f) book with word "atomic" in first sentence of a paragraph
g) envelope, and so on

Suggestion:
Articles may be related to particular educational experience class is currently undertaking.

SEAT BALL

Grades: 3-8

Formation: Arrange the players in their seats so that the outer aisles are occupied by opposing teams; that is, players of Team A occupy all seats in row one, while players of Team B occupy all seats in row six. The middle rows are arranged so that players of Teams A and B are alternately located. One player from each team is chosen to be a captain. The captains sit opposite each other near the center of the room.
Supplies: One beachball
No. of Players: Class

How to Play:
At a signal, the ball is dropped between the two captains. The captains begin hitting the ball with their hands. Each team attempts to hit the ball into the opposing team's outer aisle, for which one point is scored. The ball is kept in play by hitting it with the hands. All players must remain in their seats at all times, and the ball may not be kicked. In case of a foul, the opposing captain is awarded one free hit, which means no one may touch the ball until he has made or missed the shot. The team scoring more points than its opponent is the winner.

SEVEN UP

Formation: Any
Grades: 1-3
Supplies: Chairs or desks
No. of Players: Class

How to Play:
All pupils in the class, except seven, fold their arms on their desks and put their heads down on their arms. One of their thumbs is sticking up. The 'seven up' goes around the room, each child touching one person's thumb. The leader says, "Seven Up" and those who have been touched stand up. In turn, each tries to guess who touched them. Each gets only one guess. If he guesses correctly, he takes that person's place among the seven. If he does not guess correctly, he takes that person's place among the seven. If he does not guess correctly, players remain in their same positions.

SHOPPING

Formation: Any
Grades: 3-8
Supplies: None
No. of Players: Class

How to Play:
A student is asked to be the shopper. He walks around the group, stopping in front of another child and saying, "I am going to Lebanon. What do you want me to bring you?" He then counts to ten. Before he finishes counting, the child must name three objects that begin with "l" as lemons, leather, or limas. If the child does not name the three objects, he has to take the place of the shopper. During the second round another town or country will be chosen.

SIMON SAYS

Grades: K-4
Formation: One player is chosen to be Simon and stands in front of the room. The other player stand to the right of their seats.
Supplies: None
No. of Players: Class

How to Play:
Simon gives gymnastic commands which are to be executed only if prefaced by "Simon says." The players cuaght executing a command not prefaced by "Simon says" must take their seats. The last player standing becomes the new Simon.

SNIP

Formation: Any
Grades: 3-8
Supplies: None
No. of Players: 8-10 per group

How to Play:
A player points at one of the group, then pronounces and spells a word, as "Dog, D O G." Then he immediately counts to 12 and says "Snip!" Before he reaches 12 the person to whom he points must name three objects, the first beginning with D, the second with O, and the third with G. If he does not finish in time, he must become "It." Words of more than three letters can be used after a little practice in the game.

SPARE LEG RELAY

Formation: File
Grades: 1-3
Supplies: None
No. of Players: 5-8 per team

How to Play:
The first player from each team hops on one foot around the course and back to his seat, whereupon the second player starts off. If a player tires on one foot he may hop on the other; but he may not walk or run while changing from one foot to the other.

SPEAK UP!

Formation: Players are in their seats
Grades: 3-8
Supplies: Paper and pencil for each player
No. of Players: Class

How to Play:
Have the boys and girls write the numbers one to ten on the left side of their papers. Then dictate the following sentences which the pupils are to write down-leaving a space to the right of each item, for a signature:

1. Find a player who has a pet. . . . . .
2. Find a player who has visited a farm . . . . . .
3. Find a player who plays an instrument. . . . . .
4. Find a player who has green in his shirt . . . . . .
5. Find a player who has blue in her dress. . . . . .
6. Find a player who has a birthday within a week of Lincoln's. . . . . .
7. Find a player whose hair is parted on the left side. . . . . .
8. Find a player who has seen the state capitol . . . . . .
9. Find a player who has a grandparent living in his home . . . . . .
10. Find a player who is the oldest child in the family. . . . . .

On signal the boys and girls move around the room and question each other to find the persons who fulfill the above requirements. The individual obtains the signature of the player meeting any of the ten requirements. The player signs his full name to the right of the item he fulfills.

When one boy or girl has the signatures of ten persons, call time and have the players take their seats. Check the winner's list by verifying his answers in calling upon the players whose signatures he has obtained. If his answers prove correct, he wins. If not, check the next lists having the most signatures.

Suggestion:
Players may not have the signature of any person more than once unless that boy or girl is the only member of the group who meets a particular requirement.

SPELL ACT

Formation: Two teams on opposite sides of room Grades: 3-8
Supplies: None
No. of Players: Class

How to Play:
Play this game as in regular spelling match.
Add the following:
The letters "A" and "T" must not be spoken but must be indicated as follows:
"A" scratch right ear and raise left hand.
"T" scratch left ear and raise right hand.

SPELL AND WAVE

Grades: 4-8

Formation: Two or more teams on opposite sides of room
Supplies: None
No. of Players: Class

How to Play:
The class is divided into two or more teams for a spelling bee. The teacher presents a word to each child which he spells except that instead of saying "a" he waves his right hand and instead of saying "r" he waves his left hand. For example, if the teacher pronounces the word "star," the player will say "st_ _" and then wave his right hand followed by a wave of his left hand. Five points are awarded to each team when a member spells a word correctly, and 5 points are deducted each time a member commits an error. The team with the greatest number of points is declared the winner.

Suggestions:
The list should be made up of words containing the letter "a" or the letter "r" or both, which the children may be expected to know how to spell. To increase the challenge of the game for proficient spellers, other letters may be placed on the "motion" list. It might be required that the letter "i" be indicated by winking the eye, the letter "s" by stamping the right foot, and the letter "t" by clapping the hands together.

SPIN THE PLATTER

Formation: Circle Grades: 2-8
Supplies: Metal Pie Plate
No. of Players: 8-10 per circle

How to Play:
A metal pie plate is required. The children stand or sit in a single circle formation, and each child is given a number. The child who is "It" is in the center of the circle. He spins the pie plate as he calls a number. The child hose number was called attempts to catch the plate before it stops spinning. If he is successful, he becomes "It" and the game is continued. The child whose number was called tries to catch the stick before it reaches the ground.

Suggestions:
The child may become "It" even if he does not catch the plate. The size of the circle may be increased as the children's skill is increased.

Variation:
It balances stick, plastic box or wand in center.

SPRING SHOWERS

Grades: 2-4

Formation: Players sit in relay rows. Rows 1-3-5 compete first and then rows 2-4-6, which permits half of the group to compete at one time and allows them to use the aisles. The first player in each team stands to the left of his seat.
Supplies:
No. of Players: Class

How to Play:
On signal, the first player from each team walks quickly as if caught in a spring shower. Holding his left hand on his head, he pretends to be holding down a hat. Extending his right arm, he carries an imaginary umbrella. As the player walks around the front seat, he jumps to avoid a puddle of rainwater. Continuing, he goes down the left side of the row, around the rear seat, where again he jumps to avoid a puddle, and continues up the right-side aisle to his seat. As soon as he sits down, the next player starts and repeats the same course. The first team that gets through the spring showers wins.

Variation: Big Ten
Assign names from the Big Ten teams to each row: Badgers, Gophers, Wolverines, Buckeyes, Hoosiers, Wildcats, Spartans, Boilermakers, Hawkeyes, Fighting Illini. At the signal the first player in each team pretends to dribble a basketball while hustling around the front of his chair, down the aisle, around the last seat, and back to his own place and takes his seat. The next player stands and quickly dribbles his imaginary basketball around the course. The team that completes the course first wins.

SQUIRREL AND NUT

Formation: Classroom Grades: 1-2
Supplies: Chalk
No. of Players: Class

One player is the Squirrel (IT) and carries a nut (piece of chalk) around the room. Other players sit in their seats with eyes closed and one hand outstretched.

IT drops nut into a player's hand. That player chases IT and tries to catch him. If IT can reach the chaser's seat before he is tagged, he gets to be IT again (or he may choose a new player to be IT). If chaser tags IT before he is safely in seat, chaser gets to be IT.

Suggestions:
If players take too long, leader may say, "Count to 10" (or 20, or any number) and other players count aloud to that number. If neither of 2 players has won by end of this time, both sit down a new Squirrel is selected.

STATUE

Formation: Any
Grades: K-3
Supplies: Record, phonograph
No. of Players: Class

How to Play:
Some type of music is required for this game. The children are to mimic something, an elephant, a merry-go-round, etc. When the music stops, each participant stops instantly and holds the position as a statue. The teacher brings the attention of the rest of the class to the "funniest" statue.

STEAL THE BACON (Club Snatch)

Grades: 1-8
Formation: Two groups along parallel goal lines about 30' apart. Mark an x in the center of the two lines, and place the club on it.
Supplies: Indian club for every 2 teams
No. of Players: 5 to 7 per team

How to Play:
Number players; start at opposite ends with 1. The leader calls one of the numbers. The player from each team having that number runs out and tries to snatch the club and take it back across his goal line without being tagged by the other player. The player who successfully gets the club across his goal line receives 2 points for his team. If the other player tags him before crossing the line, 1 point is awarded to his team. The club is set back in the center, and new numbers are called. The team with the most points at a designated time wins. Stress deceptive movements in trying to snatch the club.

Variation: Schoolroom Snatch

Divide into two teams and get numbers as in "Meet Me at the Switch." Stand a block of wood up center front, with an eraser or cardboard picture on it. This game is similar to "Snatch the Bacon," except that the player tries to take the eraser to the back of the room instead of to his own line. Be sure that all children have their feet and hands out of the aisles.

TAKE AND PLACE

Grades: 3-8
Formation: Players sit in rows (relays). Alternate teams (1-3-5, then 2-4-6) compete at a time. Mark a circle on the floor ahead of the first seat in each row and another one behind the last seat. Place a beanbag in each circle in front of each team.
Supplies: Beanbag for each team, piece of chalk.
No. of Players: Class

How to Play:
On signal the first player from each competing team hurries forward, picks up the bag lying in the circle, carries it to the rear circle, drops it, and returns to his place and sits down. Then the second player hustles to the rear circle, picks up the bag, and returns it to the front circle, goes to his seat and sits down.

Play continues with the players alternately taking the beanbag to the front and rear circles utnil one team is first to have all its members participate.

TEMPLE READING

Formation: Any
Supplies: None
No. of Players: Class

Grades: 3-8

How to Play:
A player leaves the room while the group selects a number. When he returns he lays his hands over the temples of each of the players, stopping at each as if to meditate. When he does this with his partner, the partner secretly tells him the number selected by closing his teeth and relaxing, thus making the muscles in his temples move a certain number of times. He must be careful not to move his mouth and cheeks, because his method of conveying the information might then be observed.

THIRD DEGREE

Formation: Any
Supplies: None
No. of Players: 5-8 per team

Grades: 4-8

How to Play:
Each team chooses a leader. Leaders meet together and agree on a specific object.

Each leader goes to a team other than his own. Team members try to identify object by asking leader questions, to which he must anser, "Yes," "No," or "I don't know."

Team which first guesses object is winner.

Suggestions:
1 point may be given to each winner, and team with greatest number of points at end of playing period wins game.

THIS IS MY NOSE

Formation: Any
Supplies: None
No. of Players: Class

Grades: 3-8

How to Play:
The leader or the person who is "It" stands before a player, points to some part of his body, and calls it by the name of some other part. The player addressed must point to the part of his own body mentioned by the leader, but he must call it the part to which the leader pointed. For instance, the leader may say, pointing to his foot, "This is my head." He then counts 10. If the player to whom he is speaking does not point to his head and say, "This is my foot," before 10 is counted, he becomes IT.

TIC TAC TOE (HUMAN)

Grades: 4-8

Formation: Place the nine chairs in three rows of three chairs each. Have the boys stand in one line, the girls in another.
Supplies: Nine chairs
No. of Players: Class

How to Play:
The object is to get three girls (or three boys) sitting three in a row, straight or diagonally across the rows of chairs. Girls and boys alternate turns sitting down until there is a winner or until all seats are occupied. Repeat the game, changing the team having the first turn. Score 1 point each time one group wins.

Suggestion:
All players must be absolutely quiet while each player selects a seat.

TOES IN

Grades: 4-8

Formation: Players sit in rows (relays). Sitting sideways in their seats they place their feet in the right aisle. The first player in each row hangs a wire hoop on the toe of his right shoe.
Supplies: A wire hoop, 7" in diameter, for each team.
No. of Players: Class

How to Play:
Give the signal for the first player on each team to transfer the wire hoop from his toe to the toe of the next player on his team. The second child then passes it to the third, etc. until the hoop is on the toe of the last player in the row. If at any time the wire hoop falls off, the player in the process of passing it must pick up the hoop, replace it on his toe and then pass it on to the next boy or girl.

All the players except the last one face the front of the room and put their feet under their desks while the last child holding the hoop on the toe of one of his shoes hops on the other foot to the front seat. First row to complete this action wins.

TOSS AND SIT

Grades: 2-5

Formation: Players sit in rows (relays). Teams 1-3-5 compete and then teams 2-4-6 which divides the group in half. Draw a line a short distance from the front wall. Draw another line parallel with the edge of the first seat in each row. One player, the captain, from each team holds a beanbag and stands facing his team behind the line near the front wall.
Supplies: Beanbag for each team
No. of Players: Class

How to Play:
On signal the first player on each team stands behind the line in front of the aisle. The captain tosses the beanbag underhand to him. He throws it back to the captain and returns to his seat. Then the second rushes to the line to catch the beanbag. He throws it back to the captain and regains his seat. If a player drops the bag, he picks it up and resumes play.

Tossing continues until one team is first to have all of its players compete. The captain then rushes to the head of his team and raises his hands to show that it has finished.

TOSS THE BEANBAG

Formation: File
Grades: 3-8
Supplies: One beanbag per row
No. of Players: Class

How to Play:
The players remain in their seats. One player from each row of seats is chosen as captain. Each captain, holding a beanbag, stands about 3' in front of his row and faces the players. The players move up toward the front so that vacant seats are in the rear. Each row should have the same number of players.

At a signal, the first player in each row stands. Each captain tosses a beanbag to the first player on his team who tosses it back to the captain and sits down. The second players rise immediately and repeat the same action. The game continues until each player in every row has completed a turn. The row to finish the action first is the winner.

UNDER THE BRIDGE

Formation: Players seated in rows
Grades: K-2
Supplies: Record, phonograph or piano, chairs or desks
No. of Players: Class

How to Play:
A record player or piano is required. All the children remain seated in rows except two. These two stand on each side of a desk and clasp hands over the desk. As the music is played, the two with hands clasped move down the row until the music stops. Then their arms are lowered around the child sitting at his desk. The one captured chooses a partner and the two join the couple already up. The game continues until no one is left in his seat.

Suggestion:
If the music stops when the couple is between two seats, they are to move forward to the next seat.

UP JENKINS

Formation: Any
Grades: 1-4
Supplies: Coin
No. of Players: Class

How to Play:
Players divide into 2 teams. One team is Guessers' Team and other team is Jenkins' Team. Leader of Jenkinses has a coin held between palms of his hands. He passes his hands between joined palms of each of his teammates, slipping coin between palms of one of them. Guessers watch this procedure and try to observe which player received coin. After leader of Jenkins' Team finishes, leader of Guessers say, "Up Jenkins," and all of Jenkins' players close their fists and raise them above their heads. Leader of Guessers says, "Down Jenkins," and Jenkinses put palms flat on desk. If a Guesser thinks he knows who has coin, he raises his hand and leader of Guessers calls on him. Number of guesses needed to find coin is the score of the Guessers. Then Guessers become Jenkinses, and Jenkinses become Guessers. Team with lower score at end of playing period is winner.

VANISHING

Formation: Any
Grades: 4-8
Supplies: Paper, pencil
No. of Players: 5-6 in a group

How to Play:
For each letter in a proverb the leader makes a cross on the blackboard or on the ground. "A stitch in time saves nine" would look like this: X XXXXXX XX XXXX XXXXX XXXX. Each player draws in front of himself a little outline figure of a man like the accompanying illustration. The first player then says any letter of the alphabet. If he has chosen I, the leader writes this letter under the third X in the second word of the example given, under the first X in the third word, and under the second in the fourth and sixth words. That player is safe for this round. The second player then announces a letter. If he happens to choose one that does not appear in the proverb, the leader tells him to erase the head of his man. If when his turn comes again he is so unfortunate as to select another letter that cannot be used, he must erase the body. The third and fourth losses remove the man's legs, the fifth and sixth remove his arms. The player who first guesses what the proverb is wins 5 points and also the privilege of selecting and writing the next proverb. The game continues and the outline figures diminish until one is compltely erased. Ten points are then charged against the loser, and each player draws a new man for the next proverb. This game should not be played by a group of more than five or six persons.

WEATHER VANE

Grades: 1-3
Formation: One child is chosen to be the weatherman, and stands at the front of the room. The other players stand to the right of their seats.
Supplies: None
No. of Players: Class

How to Play:
The weatherman calls, "Turn to the-north," or some other direction. The other players instantaneously respond. Players who turn in the wrong direction are unreliable weather vanes, and must take their seats. Before the directions are called, a good pause often catches players off guard.

WHO HAS GONE FROM THE ROOM?

Formation: Any
Grades: 2-5
Supplies: None
No. of Players: Class

How to Play:
All players are in their seats with the one who is IT closing his eyes. The teacher indicates which child shall leave the room. After he has left, IT opens his eyes and guesses who has gone. If he names the child correctly that child is it the next time. If he fails to name the child, he closes his eyes again; the child returns to the room, and IT opens his eyes and tries to guess who has returned. If he fails, he must be IT again.

WHO MOVED?

Formation: Line formation in front of class
Grades: K-3
Supplies: None
No. of Players: Class

How to Play:
Five children are selected by the teacher to stand in front of class. Children who are seated look at the line, then lay their heads on their arms. While the children have their heads down, the teacher changes the positions of two or three children in the line. On a signal from the teacher the seated children look at the line in front of the class. One child is selected to arrange the line as it was in the first place.

WORD BUILDING

Formation: File
Grades: 3-8
Supplies: Chalk, blackboard
No. of Players: 5-8 per team

How to play:
The class is divided into teams. At a signal, the first player on each team writes a letter on the board. The second person is tagged and goes to add a letter, etc. The first team to form a word gains a point. The game continues for a designated length of time.

ZIGZAG RELAY

Grades: 2-5

Formation: Players are in rows (relays). Rows 1-3-5 compete first and line up in back of their respective rows. Players in rows 2-4-6 are in their seats. If the desks are mounted and have movable seats, fold the seats up. If the seats are non-movable, incorporate them into the game as an additional hazard to the zigzaggers. Players are in a semi-sitting position as they weave to the right and left of the desks if the seats are non-movable. If there are tables and chairs, arrange the chairs in rows with enough space between the tables and chairs through which the players will zigzag.
Supplies: Chairs or desks
No. of Players: Class

How to Play:
On the signal the first player from each team zigzags up the row. He goes between the desks, weaving in and out, to the right of one, to the left of the other. When he reaches the front desk, he turns and weaves in and out of the row of desks until he reaches the last one. Touching the hand of the player next in line, he goes to the end of his team. The second player then continues the weaving action. The first team that completes the course wins.

ZOO

Formation: Children are in regular seats
Grades: 3-5
Supplies: None
No. of Players: Class

How to Play:

Seven children are chosen to stand in front of the class and one of them is selected as the leader. The leader directs each of the other six children to choose his favorite animal, and then places them in a line, saying the name of the animal as he does so. On signal 1 the six children, performing in the order in which they were just announced by the leader, imitate the animal they have chosen. Ten to 15 seconds should be allowed for this. On signal 2 the rest of the children stand, wave their arms, jump or hop in place, turning round if they wish, and then sit down, close their eyes, cover them with their hands, and put their heads down on the desks. The leader now arranges the six "animals" in a different order. When this has been done the seated children return to sitting position. Another signal is given, and the animals perform once again for a short period. Once this has been completed, any seated child can volunteer to place the six children in their original positions, naming the animal in each case. If the child succeeds in placing the animals in their original stand position and calling them by their chosen name he may become an animal in the zoo and choose a name for himself. He then takes his place among the animals, and the game continues until 12 or some other designated number are in the zoo. Other categories such as flowers, Mother Goose, play characters, and so on can be used.

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